





Octopath Traveler Strategy Guide

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Version History

Update (November 2 2018)

- Added [Gate of Finis](#) to the Main Walkthrough
- Added both [Alphas and the Impresario](#) and [At Journey's End](#) to the Side Stories
- Added media all throughout the guide

Update (October 28 2018)

- Added [Battle-Tested Gear](#) to the Main Walkthrough
- Added two more Side Stories to the end of [Post-Game Sidequesting](#)

Update (October 27 2018)

- Added [Scaredy Sheep](#) Side Story to the guide
- Added [Into Thin Air](#) Side Story to the guide

Update (October 26 2018)

- Added media to the remainder of [Chapter 4](#), as well as [Post-Game Sidequesting](#)

Update (October 25 2018)

- Added [Post-Game Sidequesting](#) to the Main Walkthrough

Added the following Side Stories to the guide:

- [Revello and Odette](#)
- [Mikk and Makk Make Good](#)
- [Zeph and Mercedes \(I\)](#)
- [Zeph and Mercedes \(II\)](#)
- [Arianna Again \(I\)](#)
- [Arianna Again \(II\)](#)
- [Lianna and Eliza](#)
- [Again with Alaic](#)
- [King Khalim's Conundrum](#)

Update (October 24 2018)

Added the following Side Stories to the guide:

- [Friends Again](#)
- [Back with Bale](#)
- [Tilting at Windmills](#)
- [Russell's Repentance](#)
- [Princess Mary, Redux](#)
- [The Diarist's Desire](#)
- [The Adventures of Ali](#)
- [Hello Again, Harald](#)
- [Ogen's Epilogue](#)

- Heathcote's High Jinks

Update (October 23 2018)

- Added [Chapter 4 Sidequesting \(2\)](#) to the Main Walkthrough

Added the following Side Stories to the guide:

- [City of Gold](#)
- [Shadow over the Sands](#)
- [In Search of Father \(II\)](#)
- [The Price of Vengeance](#)
- [Theracio's Tutelage \(III\)](#)
- [Kaia, Mother of Dragons \(III\)](#)
- [The Wayward Son](#)
- [On the Precipice](#)
- [Star of the Stage](#)
- [Noelle, Seeker of Knowledge \(III\)](#)
- [Performance Art](#)
- [Meryl, Lost then Found \(III\)](#)
- [The Hidden Hoard](#)
- [The Adventuring Life](#)

Update (October 21 2018)

- Added [Olberic's Fourth Chapter](#) to the Main Walkthrough

Update (October 19 2018)

- Added [Primrose's Fourth Chapter](#) to the Main Walkthrough

Update (October 17 2018)

- Added [Alfyn's Fourth Chapter](#) to the Main Walkthrough

Update (October 15 2018)

- Added [Ophilia's Fourth Chapter](#) to the Main Walkthrough

Update (October 13 2018)

- Added the other two of the four bosses in [Advanced Job Classes](#)
- Added a breakdown of the [Runelord](#) job class
- Added a breakdown of the [Warmaster](#) job class

Update (October 9 2018)

- Added two of the four bosses in [Advanced Job Classes](#)
- Added a breakdown of the [Sorcerer](#) job class
- Added a breakdown of the [Starseer](#) job class

Update (October 5 2018)

Added the following Side Stories to the guide:

- [Le Mann, Explorer Extraordinaire \(III\)](#)
- [An Exotic Aroma](#)
- [Heirloom of a High House](#)
- [Here Be Dragons](#)
- [Sir Miles, Servant of the Flame \(III\)](#)
- [In Search of the Unknown](#)
- [Ria, Born to Roam \(III\)](#)
- [The Prisoner's Plea](#)
- [A Cub with No Name](#)
- [Ashlan the Beastmaster \(III\)](#)
- [Looting Grave Robber](#)

Update (October 3 2018)

- Added [Chapter 4 Sidequesting 1](#) to the Main Walkthrough

Update (October 2 2018)

- Added [H'aanit's Fourth Chapter](#) to the Main Walkthrough
- Added [Therion's Fourth Chapter](#) to the Main Walkthrough
- Added [Keeping Up with the Wyndhams](#) Side Story to the guide

Update (September 30 2018)

- Added [Tressa's Fourth Chapter](#) to the Main Walkthrough
- Bolded boss weaknesses, as well as added those that were missing
- Added links wherever necessary

Update (September 28 2018)

Added media to the following pages:

- [Olberic's Third Chapter](#)
- [Travelling Around the World](#)

Update (September 26 2018)

- Added media for most of [Chapter 3](#)
- Added [Cyrus' Fourth Chapter](#) to the Main Walkthrough

Update (September 25 2018)

Added the following Side Stories to the guide:

- [A Promising Venture](#)
- [Arena Aspirations](#)
- [Ashlan the Beastmaster \(I\)](#)
- [Ashlan the Beastmaster \(II\)](#)
- [Rite of Passage](#)

- Way Through the Woods

Update (September 22 2018)

- Added media to [Chapter 2](#)
- Added a bunch of [Side Stories](#) to the guide

Update (August 25 2018)

Added the following pages to the main Walkthrough:

- [Alfyn's Third Chapter](#)
- [Primrose's Third Chapter](#)
- [Olberic's Third Chapter](#)

Update (August 21 2018)

Added the following pages to the main Walkthrough:

- [H'aanit's Third Chapter](#)
- [Therion's Third Chapter](#)
- [Ophilia's Third Chapter](#)

Update (August 17 2018)

Added the following pages to the main Walkthrough:

- [Cyrus' Third Chapter](#)
- [Tressa's Third Chapter](#)

Update (August 14 2018)

Added the following pages to the main Walkthrough:

- [Chapter 2 Sidequesting](#)

Update (August 11 2018)

Added the following pages to the main Walkthrough:

- [Olberic's Second Chapter](#)

Update (August 9 2018)

Added the following pages to the main Walkthrough:

- [Alfyn's Second Chapter](#)
- [Primrose's Second Chapter](#)

Update (August 5 2018)

Added the following pages to the main Walkthrough:

- [Therion's Second Chapter](#)

- [Ophilia's Second Chapter](#)

Update (August 3 2018)

Added the following pages to the main walkthrough:

- [Tressa's Second Chapter](#)
- [H'aanit's Second Chapter](#)

Update (August 1 2018)

Added the following pages to the main Walkthrough:

- [Secondary Job Hunting](#)
- [Cyrus' Second Chapter](#)

Update (July 29 2018)

Added the following pages to the main Walkthrough:

- [Chapter 1 Sidequesting](#)

Update (July 26 2018)

- [Alfyn, the Apothecary](#)
- [The Cave of Rhiyo](#)
- [Onward to Sunshade](#)
- [Primrose, the Dancer](#)
- [Sunshade Catacombs](#)
- [Olberic, the Warrior](#)
- [Brigand's Den](#)

Update (July 23 2018)

Added the following pages to the main Walkthrough:

- [Onward to Bolderfall](#)
- [Therion, the Thief](#)
- [Ravus Manor](#)
- [Ophilia, the Cleric](#)
- [The Cave of Origin](#)

Update (July 20 2018)

Added the following pages to the main Walkthrough:

- [Tressa, the Merchant](#)
- [The Caves of Maiya](#)
- [Onward to S'warkii](#)
- [H'aanit, the Hunter](#)
- [The Whisperwood](#)

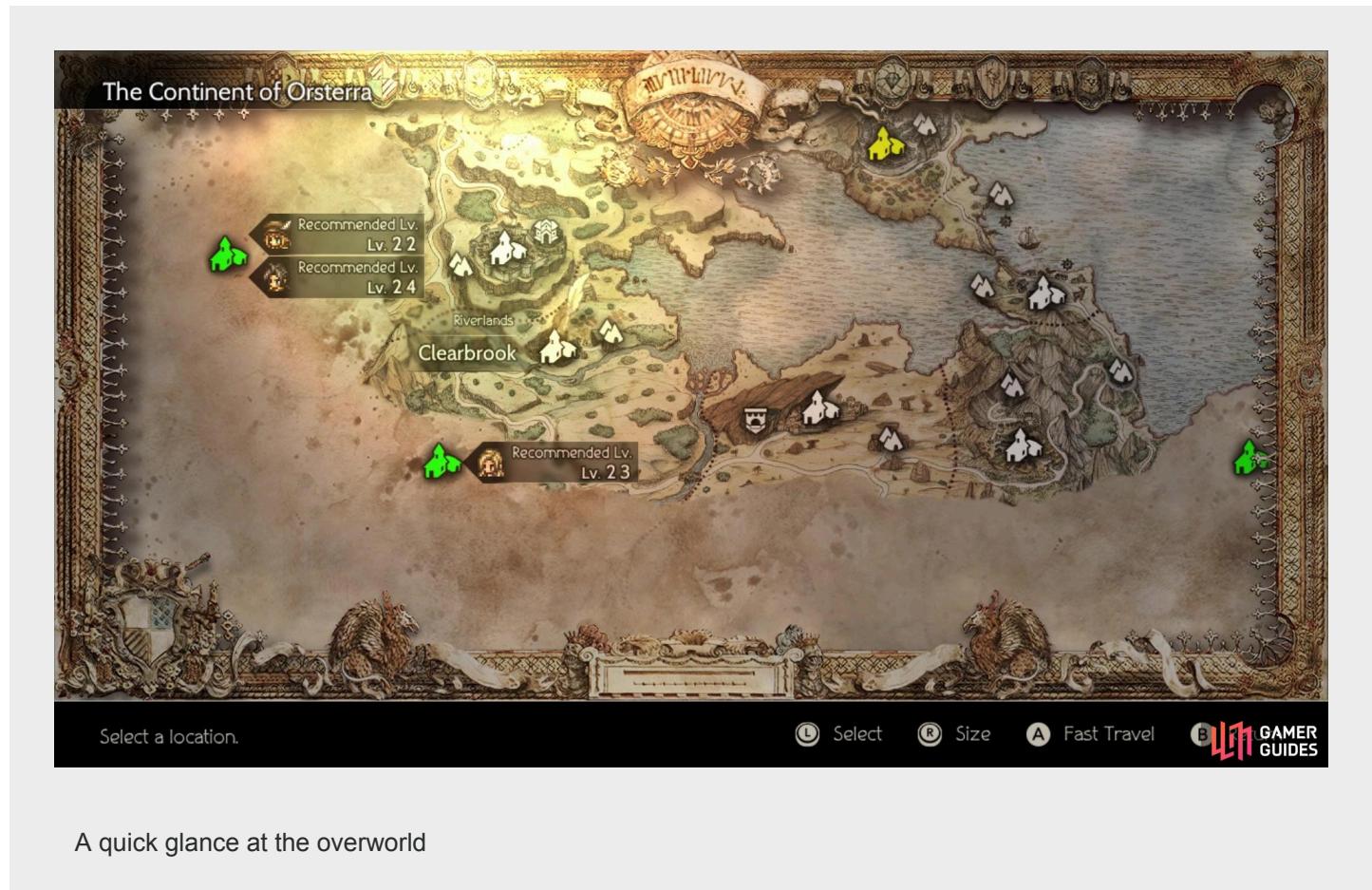
Update (July 18 2018)

Added the following pages to the main Walkthrough:

- [Important Note](#)
- [Cyrus, the Scholar](#)
- [Subterranean Study](#)
- [Onward to Rippletide](#)

Exploration

Octopath Traveler is a traditional Japanese role-playing game that follows a pretty simple structure. The game is split into chapters, with each character having their own story to follow. When you begin a new game, you will have to pick a character, who will be considered your main character. After completing their first chapter, you will be allowed to explore the game's world at your own leisure. It is at this opportunity that you can visit other towns and recruit more party members.



A quick glance at the overworld

There's a total of eight party members in the game, including the one you choose at the beginning, and you can switch between them at the tavern in a town. Note that your main character cannot be taken out of your active party, so you are stuck with him/her until you complete all of their chapters. Each Chapter in the game also follows a certain pattern, starting with a story bit, then breaking off into a small portion where you'll need to use the character's Path Action (more on that in a bit), then you'll have to delve into a dungeon, defeat a boss and finish up the chapter with another story bit.

Towns

Towns in Octopath are your pretty standard fare, although there are a few things to talk about here. Towns are pretty much separated into tiers, which correspond to the chapters in the characters' stories. So, you will have towns you visit for Chapter 1, then new towns for Chapters 2 and 3, and one more set for Chapter 4. You will find a bunch of NPCs in each town, although only the ones with a speech bubble can be interacted with, so you won't be able to speak with everyone.

Every town in the game will have the basic functions, namely an inn, a equipment shop, an item shop (sometimes the item and equipment shop are the same), and a tavern. While the rest of the services are self-explanatory, the tavern needs to be talked about a little bit. It is at the tavern that you will be able to change party members, change their equipment (you can change your active party's gear anytime), hear a tale (related to characters' stories), or restore your reputation.

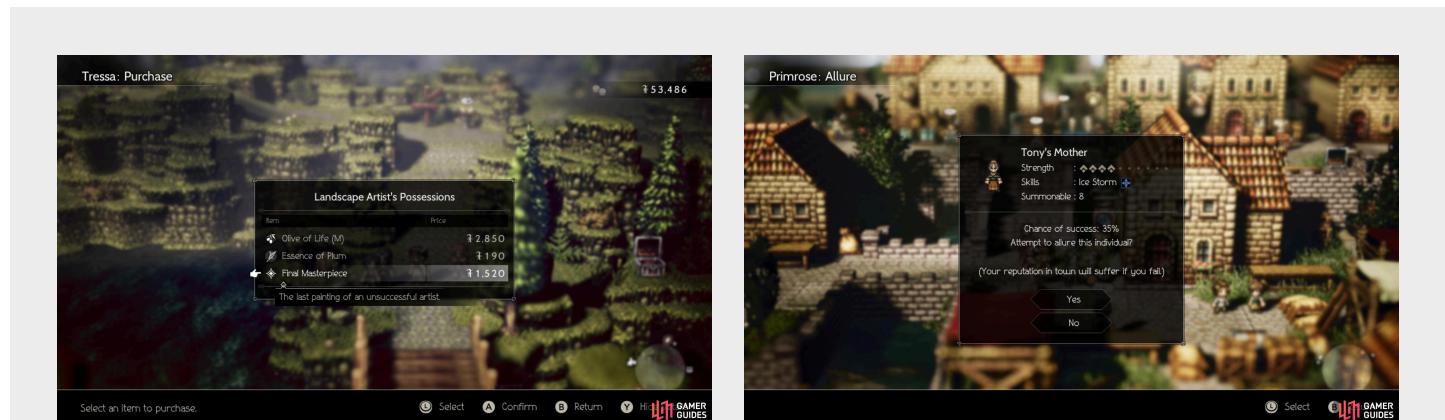
Whenever you enter a town where a character's chapter begins for the first time (from Chapter 2 onward), you will have

the option to start the chapter right then and there. If you decline, though, you will need to head to the tavern and choose to start it from the **Hear a Tale** option. The **Restore Your Reputation** is related to your Path Actions, special actions that each character has that can be used on NPCs in towns. Four of the characters' Path Actions are considered rogue ones, as you have a chance of failing them.

Fail enough Path Actions (five, to be exact) and your reputation with that town will be tarnished. When it is bad, you won't be able to use anyone's Path Actions in that town. That is where the above option in the tavern comes into play. For a fee, you will be able to restore your reputation with that town, although sometimes the fee can be upwards of 100,000 Leaves (not always that drastic). Thus, you will want to be careful in using your Path Actions in towns, as failing them can drain your wallet pretty quickly, although sometimes the benefits outweigh the danger of ruining your reputation.

Path Actions

As already mentioned, each character has a Path Action assigned to them, which can be used on NPCs in each of the towns. There are eight different Path Actions, although there are only really four of them, since they are split into noble and rogue actions. Noble actions usually require that character to be at a specific level, while Rogue actions can be done anytime, but they have a chance to fail. There's no penalty for Noble actions, as you will always be able to do them at the appropriate level. However, failing Rogue actions will lower your reputation with the town, and failing enough will require you to pay a fee to restore the reputation.



You will be using your Path Actions a lot throughout your adventure (left); and all Side Stories will require them (right)

Character	Path Action	Description
Alfyn	Inquire	Learn information from people
Cyrus	Scrutinize	Learn information from people
H'aanit	Provoke	Duel with a person
Olberic	Challenge	Duel with a person
Ophilia	Guide	Have people follow you wherever you go
Primrose	Allure	Have people follow you wherever you go

Character	Path Action	Description
Therion	Steal	Steal items from people
Tressa	Purchase	Purchase items from people

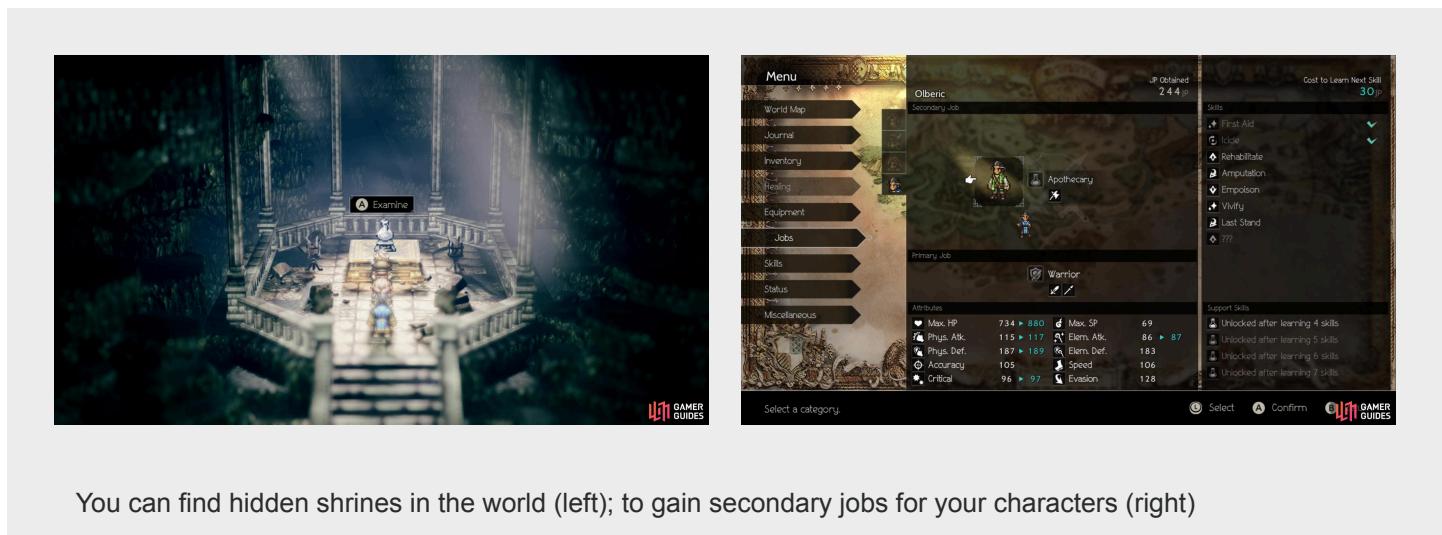
Side Stories

Once you complete your first Chapter 1 story and re-enter the town, you will see an orange icon on your map. These are Side Stories, or the sidequests, in Octopath. Upon speaking to the NPC with this icon, you will log the Side Story in your Journal, which is accessed via the menu. At first, the Journal will show the individual character stories, but by pressing the R button, you will see the listings for the Side Stories. You have categories by region, as well as all of them.

As for the Side Stories themselves, they can be rather cryptic. There is no clear way to know what to do for the Side Stories, although some might be a bit easier than others in figuring them out. All of them will require you to use a Path Action, though, to complete them. Some of them are easy and only require you to use the Path Action on someone, but others might have you venturing into an optional dungeon, defeating a boss at the end of it.

Secondary Job Shrines

Every character in the game starts out with a main job class, but once you finish the opening chapter for your main character, you can explore and find shrines that grant you secondary job classes. These shrines are typically in higher level areas, but you should be able to find some of them at the beginning of Chapter 2. For these secondary job classes, only a single character will be able to be assigned to a single job.



You can find hidden shrines in the world (left); to gain secondary jobs for your characters (right)

For example, H'aanit is a Hunter, which is her main job, but if she chooses a Warrior as a secondary job, then no one else can choose that as their secondary job class. All normal skills do not transfer when changing classes, but that character does get to keep any support skills they learn. Using the previous example, H'aanit switches over to Apothecary from Warrior, so she doesn't get to keep skills like Incite, but she does get to keep Cover (provided she learned it).

Battle System

As you're wandering the fields and dungeons, you will come across random encounters, leading you into battles. Battles are turn-based affairs, where you simply need to reduce the enemies' HP to zero to win. Every single foe in the game has a series of weaknesses, shown as squares underneath their sprite. When you first encounter a new enemy, the weaknesses will be shown as question marks, unless you have Cyrus on your active party. That's because Cyrus' talent, Study Foe, allows him to reveal a single uncovered weakness of all enemies at the beginning of a battle.



The turn order at the top of the screen will tell you your current turn and the following one

At the top of the screen will be the turn order for battle, which is loosely based on the characters/enemies' Speed attribute. There are a few exceptions, mostly related to some actions and one of the core game mechanics, but the turn order is decided upon whenever you see it pop up on your screen, with you seeing the current turn and the next one. Every character in battle will have the same commands, which are Attack, Abilities, Item, Defend and Flee. **Attack** will use their currently equipped weapon to deal damage with a physical attack and you can switch weapons by using left/right on the directional pad.

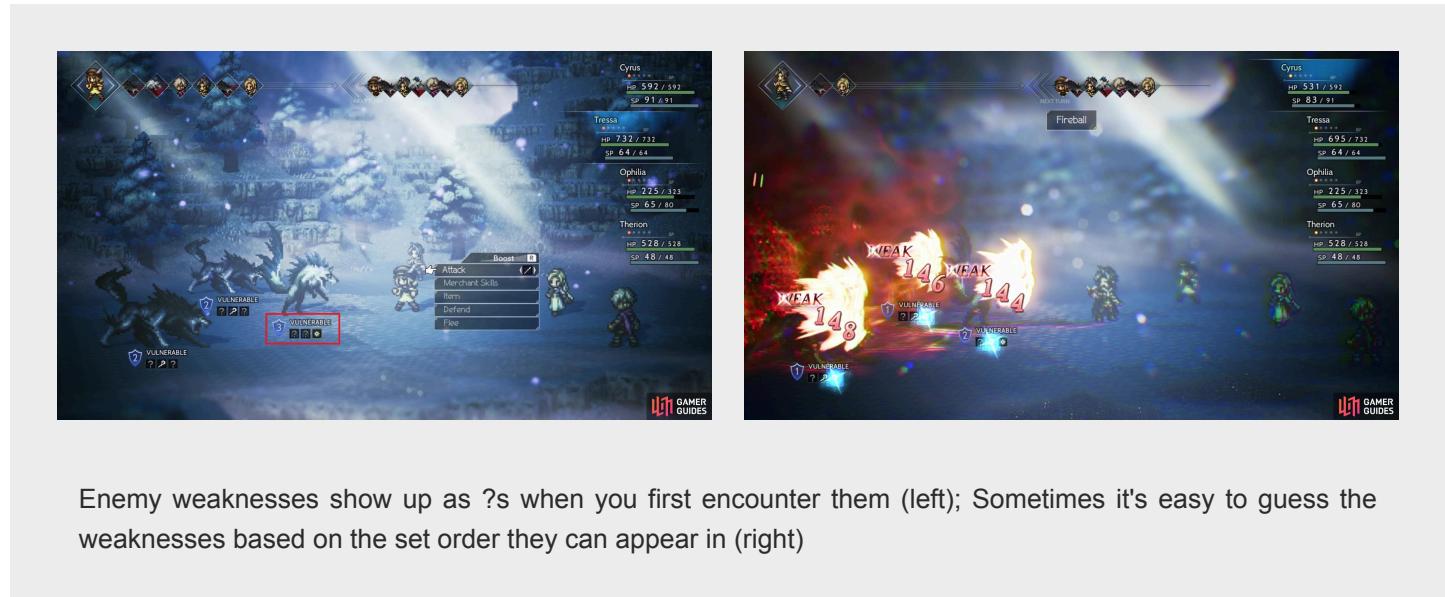
Abilities allows the character to use any skills they learned from their main or secondary job class, while **Item** allows them to use any items in your inventory. **Defend** will make the character guard on their current turn, reducing the damage they receive, plus it also moves their action in the next turn to the front, with two exceptions taking priority. Lastly, **Flee** makes a check to have the entire party run from battle. Note that some battles cannot be flee'd from, which has the command greyed out. Also, if you flee with your first character during a turn and fail, then the rest of your characters' actions during that turn will be forfeited.

Shields and Breaking

Next to the weaknesses will be a number in a shield icon. These are the enemies' Shield Points (referred to as Shields hereafter), representing the point at which they will be broken. When an enemy is broken, they will be completely stunned

for an entire turn, letting you pile on the damage for that turn, but on the subsequent one, they will always get the first action, no matter what. Also, enemies will become weak to all forms of damage, no matter what, plus they double damage from all types. Starting with Chapter 2, bosses will typically have some sort of mechanic that ties into the Break one, whether they gain more shields or something else.

Now, the weaknesses for enemies follow a specific order, with elements always coming after the weapons. For example, you have three weaknesses and have uncovered two of them, Dagger and Bow. Using the knowledge of the weaknesses, you can figure out that the leftover unknown weakness is Axe. Because of the specific order of weaknesses, you should be able to discern the weakness with minimal guessing. The following is the order of the weaknesses: Sword, Spear, Dagger, Axe, Bow, Staff, Fire, Ice, Lightning, Wind, Light and Dark.



Enemy weaknesses show up as ?s when you first encounter them (left); Sometimes it's easy to guess the weaknesses based on the set order they can appear in (right)

Boosting

You've got the basics of combat down, but there are a few more in-depth systems in play. One of these is the Boost option, which allows you to strength your attacks and even help with breaking shields. In the upper right corner of the screen, underneath the character names, you should see five dots. These dots represent your Boost Points (BP), with the actual amount corresponding to those that are orange. Your characters get a single BP at the beginning of every turn, unless they used them on the previous turn, in which case, they do not get any at all.

By pressing the R button when it's that character turn, you will be able to use your BP. You can only use up to three BP at once, although you can store up to five. Note that you can decrease the BP used by pressing the L button, should you change your mind. The extra effects of Boost depends on the action taken, such as your normal, basic attacks having extra hits for each BP used. Offensive skills, the ones that do damage, have their power increased. Buffs and debuffs will have extra turns tacked on to their durations, while other utility skills will have their efficiency increased. Some skills, like Collect, Steal and Capture, will have their chance to succeed increased. Just be careful when fighting some bosses, as they can enter a boosted state (dark aura), which is usually followed by a powerful attack.

Weapon Mechanics

With that out of the way, let's delve a little deeper into some of the mechanics regarding weapons. The equipped weapon's physical attack, coupled with the character's physical attack, will determine the damage done by a normal attack. Also, the currently equipped weapon will be the only one that provides its stats to you, since some characters will be able to equip more than one of them. A skill that is assigned a weapon, like Cross Strike being a sword skill, will have their damage calculated by the sword equipped and not their currently selected weapon. For an elemental attack, the weapon with the highest Elemental Attack will be taken into account and not the currently selected weapon.



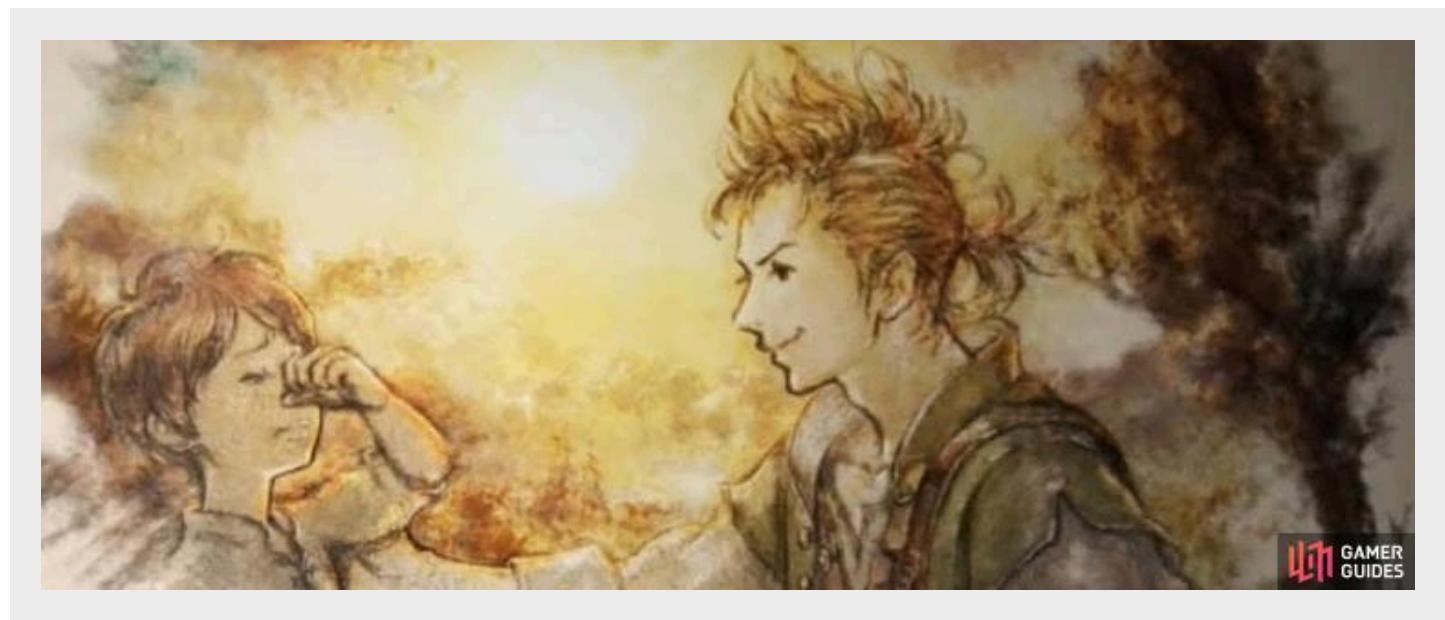
Boost affects pretty much everything, from some skills' success chance (left); to the damage of others (right)

Status Ailments

What RPG is completed without the hindrances in combat called status ailments. There are a number of them, including the tried and true, like Poison, but others are unique to Octopath. Note that Rest and Rehabilitate will cure all ailments, with the latter preventing them for two turns.

Status Ailment	Description	Item To Heal
Poison	Suffer damage after performing an action	Herb of Healing
Silence	Unable to use skills	Herb of Clamor
Blindness	Accuracy of physical attacks decreased	Herb of Light
Terror	Unable to boost	Herb of Valor
Unconscious	Unable to perform any actions	Herb of Revival
Sleep	Cannot perform any actions until hit by an attack	Herb of Awakening
Confusion	Actions decided at random until hit by an attack	Herb of Clarity

Alfyn Greengrass



Alfyn is an apothecary, treating the wounded and sick in a small village amid the babbling brooks of the Riverlands. Stricken ill as a child, he was saved by a traveler who asked for nothing in return, inspiring him to follow in his footsteps. Though hesitant to leave the only home he has known, his best friend, a man named Zeph, convinces him to follow his dream, wherever it may lead him...

Path Action

Alfyn's Path Action is called **Inquire**, which allows him to obtain information from NPCs that they might not otherwise tell you. This information can be useful in uncovering hidden items in the area, as well as being needed for Side Stories and when required, for his main story. Unlike [Cyrus' Path Action], Alfyn's will always succeed, but there are times when he needs to be a certain level in order to perform the action. You'll know that you are too low of a level if the Inquire choice is greyed out on the Path Action list.

Talent

Alfyn's Talent is called **Concoct** and it is one of the more powerful talents in the game. It allows Alfyn to mix two items together to come up with a new effect, such as healing the entire party or hitting enemies for elemental damage. It is quite versatile and become one of the strongest additions to your party. The only downside to this over the traditional healing is that you need the materials for Concoct, although you will likely find a bunch of them as you kill enemies throughout the game.

Cyrus Albright



GAMER
GUIDES

As a scholar, Cyrus' only true passion in life is the pursuit of knowledge. He teaches at the Royal Academy in Atlasdam, where he hopes to pass on his knowledge to those younger than him. Always so serious and with his nose in the book, Cyrus is usually oblivious to anything and anyone else around him. With his overflowing amount of knowledge, Cyrus is quite useful with his detective skills.

Path Action

Cyrus' Path Action is called **Scrutinize**, which is the rogue counterpart to Alfyn's Inquire. You can acquire information from NPCs that will prove valuable for the various Side Stories in the game, as well as uncover hidden items in towns. Unlike with Inquire, you will be able to use Scrutinize at any level, although you won't have 100% chance for it to succeed. If Scrutinize fails, then your reputation in that town will decrease.

Talent

Study Foe is Cyrus' talent and can be one of the better ones in the game. What this does is basically uncover a single weakness of all enemies at the outset of a battle. This essentially cuts out some of the guessing work that needs to be done when discerning the weaknesses and can be extremely helpful if trying to break their shields as quickly as possible.

H'aanit



H'aanit is a huntress from the deep forest village of S'warkii, where she protects the village in place of her master, who has been sent on a journey to defeat a foul beast. She is a great hunter, much like her master, but the opposite of him otherwise, as he lives life frivolously. Able to keep her cool in any situation, she is very pragmatic, most likely from accruing a lot of experience in her profession.

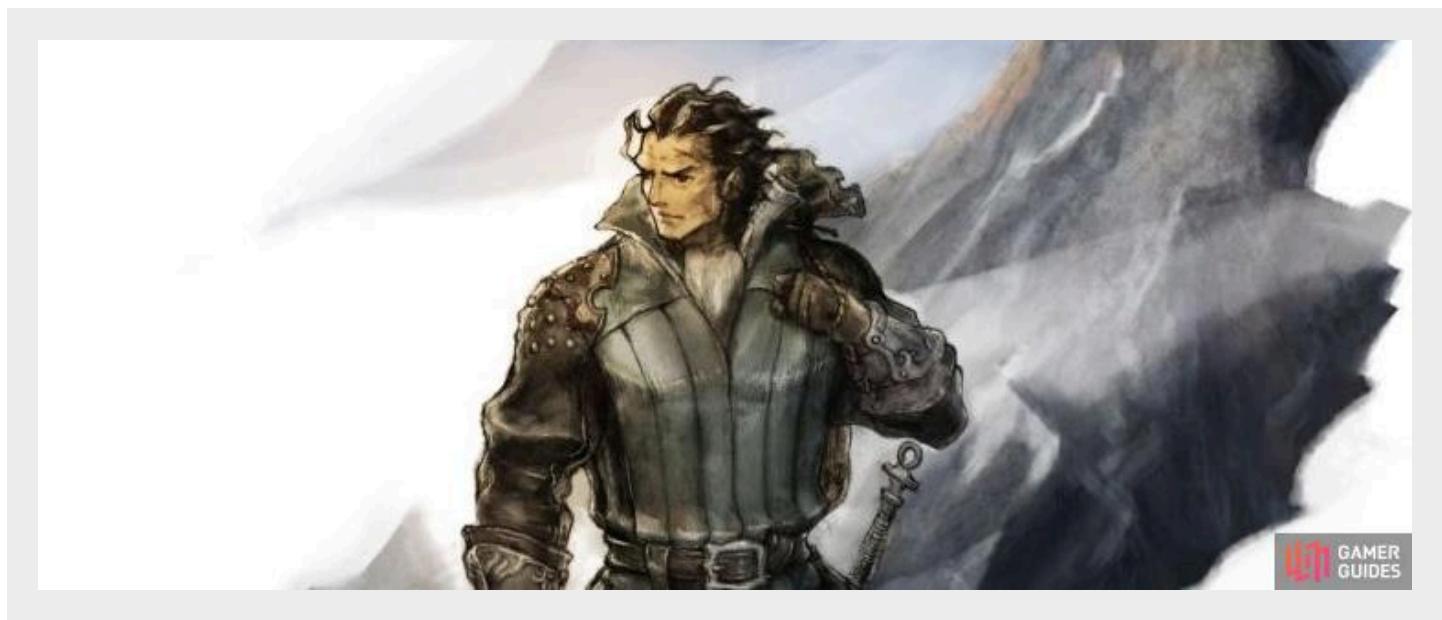
Path Action

H'aanit's Path Action is called **Provoke**, which allows her to basically duel NPCs out in the world. It will be a one-on-one battle, but she will only be allowed to use the animals she captured as weapons, although she does have use of items as well. Provoke is considered a rogue action, as you will lose reputation with a town if you fail to win the duel.

Talent

Capture is H'aanit's talent and allows her to capture creatures to summon in battles on her side. The downside to this is that the captured creature can only use a single move when summoned (you always see this when attempting to capture it) and they only have so many charges. Once you use up all of the charges, then the monster will "return to where it came." Despite what you may think, you can capture the same creature multiple times. Outside of Linde, who you will always have, you can only carry six additional creatures with you at once.

Olberic Eisenberg

 GAMER
GUIDES

Olberic Eisenberg is a former knight from the fallen kingdom of Hornburg. After his king was killed and the kingdom fell, he wandered the lands as a sellsword, which brought him to live temporarily in a Highlands village named Cobbleston. It is here that he is seen training the men of the village to help defend it from bandits. Olberic has a strong sense of justice, as seen when helping protect those around him.

Path Action

Olberic's Path Action is called **Challenge** and it is the same as H'aanit's Provoke. You will be able to duel a NPC and should you win, the NPC will be knocked out on the ground after the fact. Outside of story bits, you will want to do this to get inside some buildings that NPC might be guarding, plus there are some instances of NPCs dropping some powerful equipment. Unlike H'aanit, Olberic has full range of his abilities, including basic attacks, although he will sometimes need to be specific levels in order to Challenge certain NPCs (similar to Alfyn's Inquire).

Talent

Olberic's Talent, **Bolster Defense**, is very simple, as it allows him to use Boost on the Defend command in battle. This essentially makes Olberic the best tank in the game, especially with some of the Warrior's skills, since you can get the enemies to attack you with Incite and use a boosted Defend on the next turn.

Ophilia Clement



GAMER
GUIDES

Ophilia is one of the sisters that lives in Flamesgrace, home of the Flame of Origin. Prior to being adopted by Archbishop Josef, she had lost her parents in a war. Thanks to the archbishop and her adoptive sister, Lianna, Ophilia grew up and has been living a normal life. She is very kind and is willing to help out anyone in need, a quality that some people feel will get her into trouble at some point.

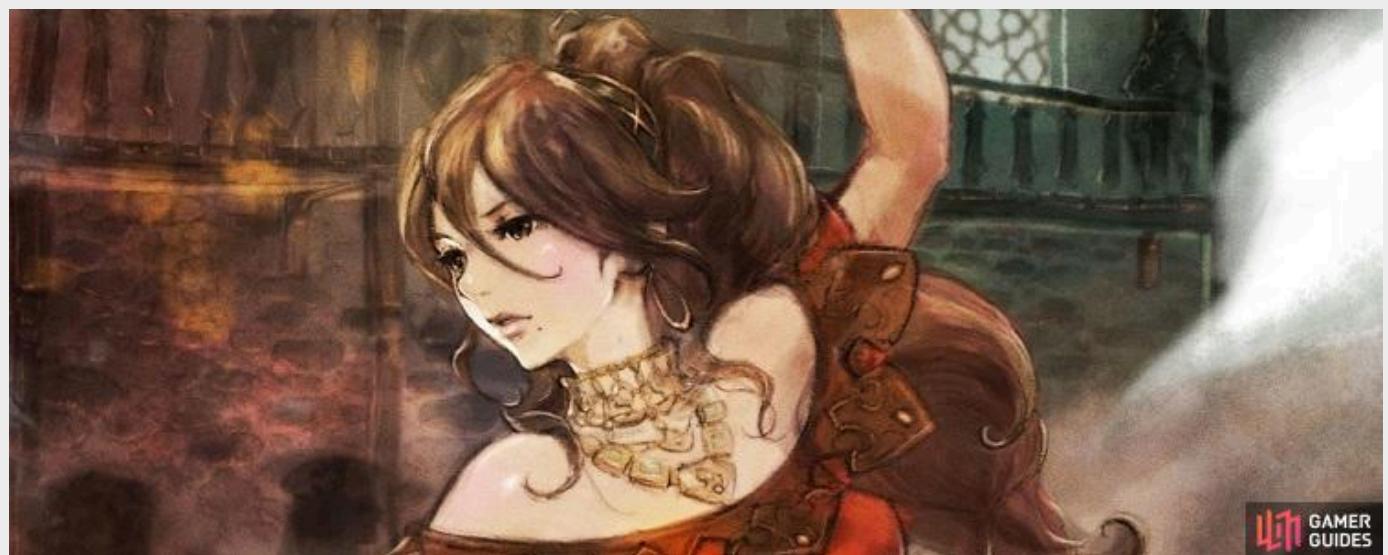
Path Action

Ophilia's Path Action is called **Guide**, which allows her to have a NPC follow her. This is used in some Side Stories, where a NPC needs to be brought to another location, but it also has some combat capabilities, tying in with her Talent. Similar to H'aanit's Capture talent, the people you use Guide on will have charges and after they're used up, then they return to where you got them.

Talent

Ophilia's Talent, **Summon**, goes hand in hand with her Path Action. Any NPC you use Guide on will follow her, even into battle. Use Summon to have them show up in the fight, where they will be controlled by the AI. All NPCs will have charges, similar to H'aanit's captures and once those charges are depleted, the NPC will leave. Unlike the captures, NPCs will stick around for a few turns, usually performing skills/attacks from a predetermined moveset, then they will leave the battle; this uses up one of their charges.

Primrose Azelhart

 GAMER
GUIDES

The daughter of the once prominent Azelhart family, Primrose's life was ruined when her father was murdered right in front of her eyes. Now on a quest for revenge, Primrose is undercover as a dancer in the sleazy town of Sunshade to hunt down one of the men that killed her father. Vengeance is the only thing on her mind, although signs of kindness show through when others are in trouble.

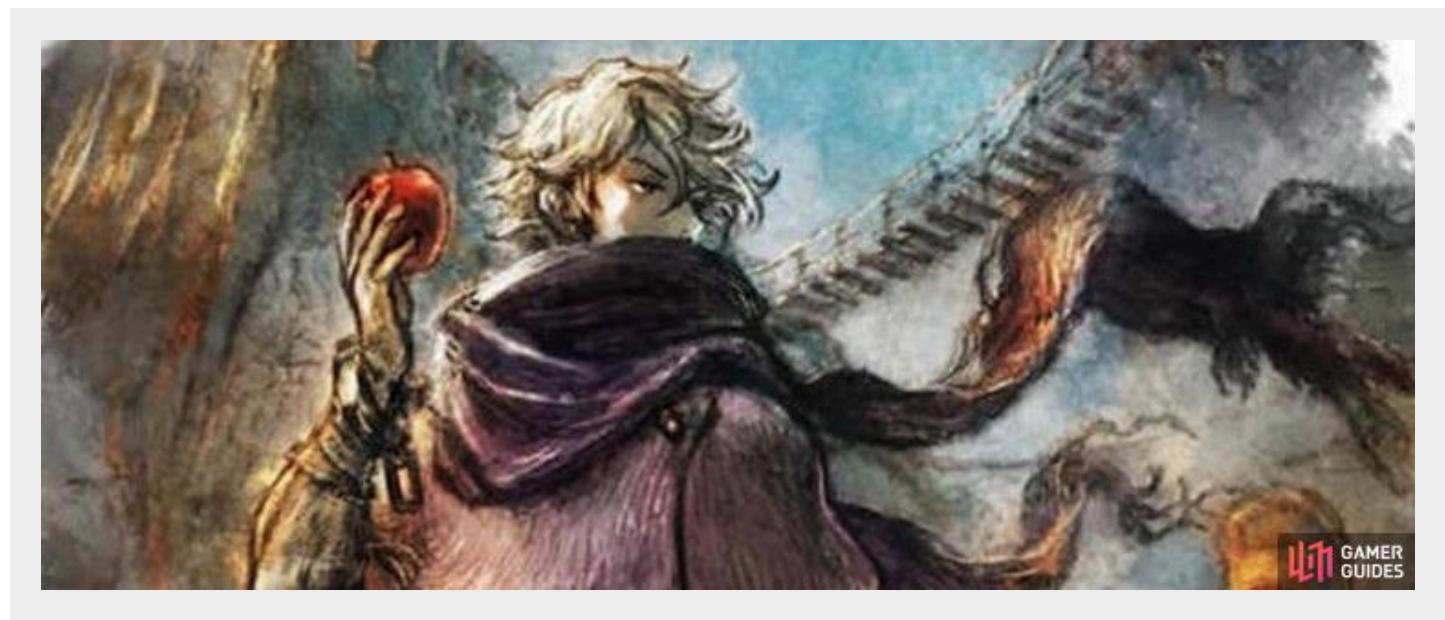
Path Action

Primrose's Path Action, **Allure**, is similar to Ophilia's Guide, as they pretty much are the same. The only difference is that Allure has a chance to fail, as it is one of the rogue Path Actions. Should you fail to Allure a NPC, then your reputation with that town will decrease and once you fail five times, you will be forced to pay a fee to restore it. You can increase the chance of success by leveling up Primrose.

Talent

Primrose has the same exact Talent as Ophilia, which is **Summon**. NPCs you use Allure on will follow you and they are able to be summoned in battle. They will stick around for a few turns, performing certain skills/attacks they know, then leave the fight. Each NPC has a specific number of charges and once those are used up completely, the NPC will return to where you got them initially.

Therion

 GAMER
GUIDES

Therion is a master thief and not much is known about his past, other than being locked up in prison at a young age. It is there that he met his partner in crime, Darius, and broke out of prison. He is rather cynical, as seen through some comments towards other thieves, as well as his lone wolf attitude. He is attracted to Bolderfall because of the rumor of a great treasure being present at the Ravus Manor.

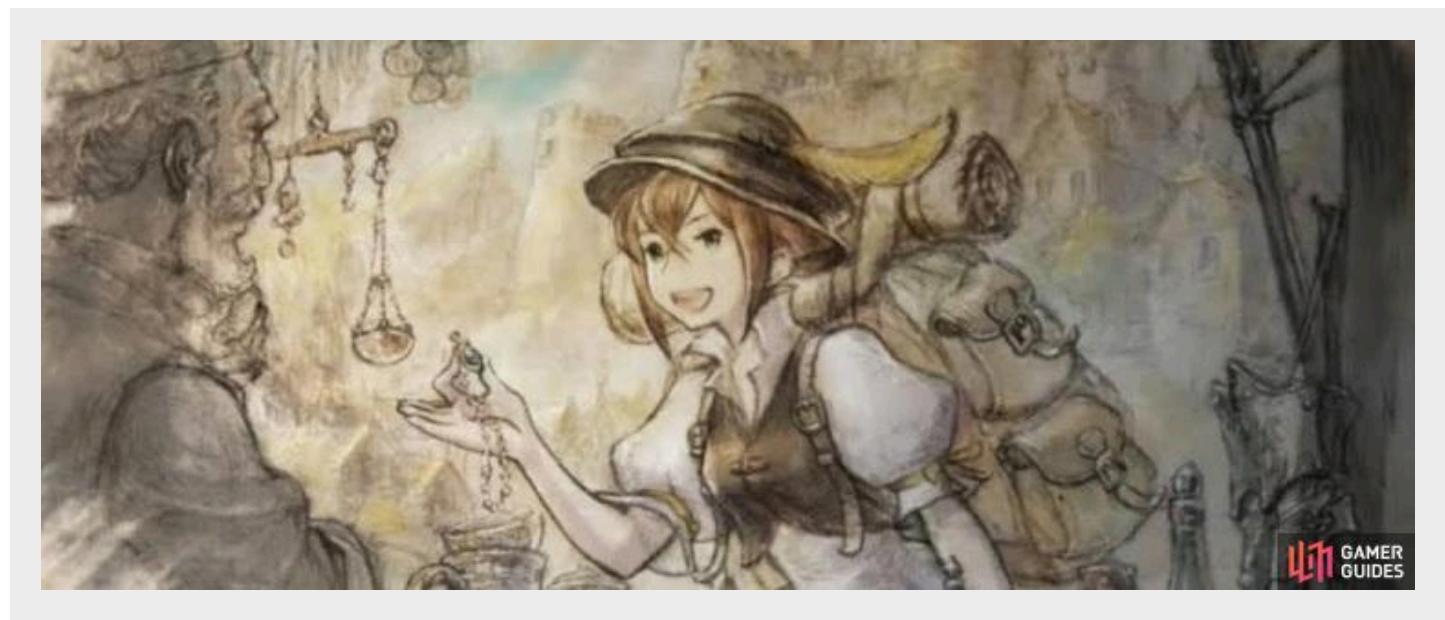
Path Action

Therion's Path Action is **Steal**, which allows you to pilfer items from NPCs in towns, for free, of course. This is considered a rogue action, with the items usually having a percentage in which Steal will be successful or not. Should you fail at stealing something, then your reputation for that town will suffer. Note that some items cannot be stolen, as they will require you to use Tressa's Purchase instead.

Talent

Pick Lock is the name of Therion's Talent, allowing him to open up locked chests (they are purple in color). He must be in your active party in order to open these, so if he isn't, then you'll get a prompt saying you don't have someone who can open the chests. These typically have pieces of equipment in them and are worth your time in opening them, even if you might have to backtrack.

Tressa Colzione



The logo for Gamer Guides, featuring a stylized 'G' icon followed by the word 'GAMER' in white and 'GUIDES' in red.

Tressa is a merchant who hails from Rippletide, a small seaside town in the Coastlands region. She works in her parents' shop, stocking the shelves, although she longs for journeying across the lands. Tressa is a natural born haggler and has a keen eye for determining the true value of something she sees, even for the first time. One of her faults is that she tends to trust people a little too easily.

Path Action

Tressa's Path Action, **Purchase**, is similar to Therion's Steal, as it allows her to obtain items that NPCs have on them. However, she will need to pay money in order to get them. Consumables and pieces of equipment, if they're available in shops, tend to be cheaper when buying from NPCs. There is a slightly hidden function with Purchase, as sometimes Tressa will get a discount, although this tends to be completely random. You might find items that can only be Purchased, as well as some that cannot be bought.

Talent

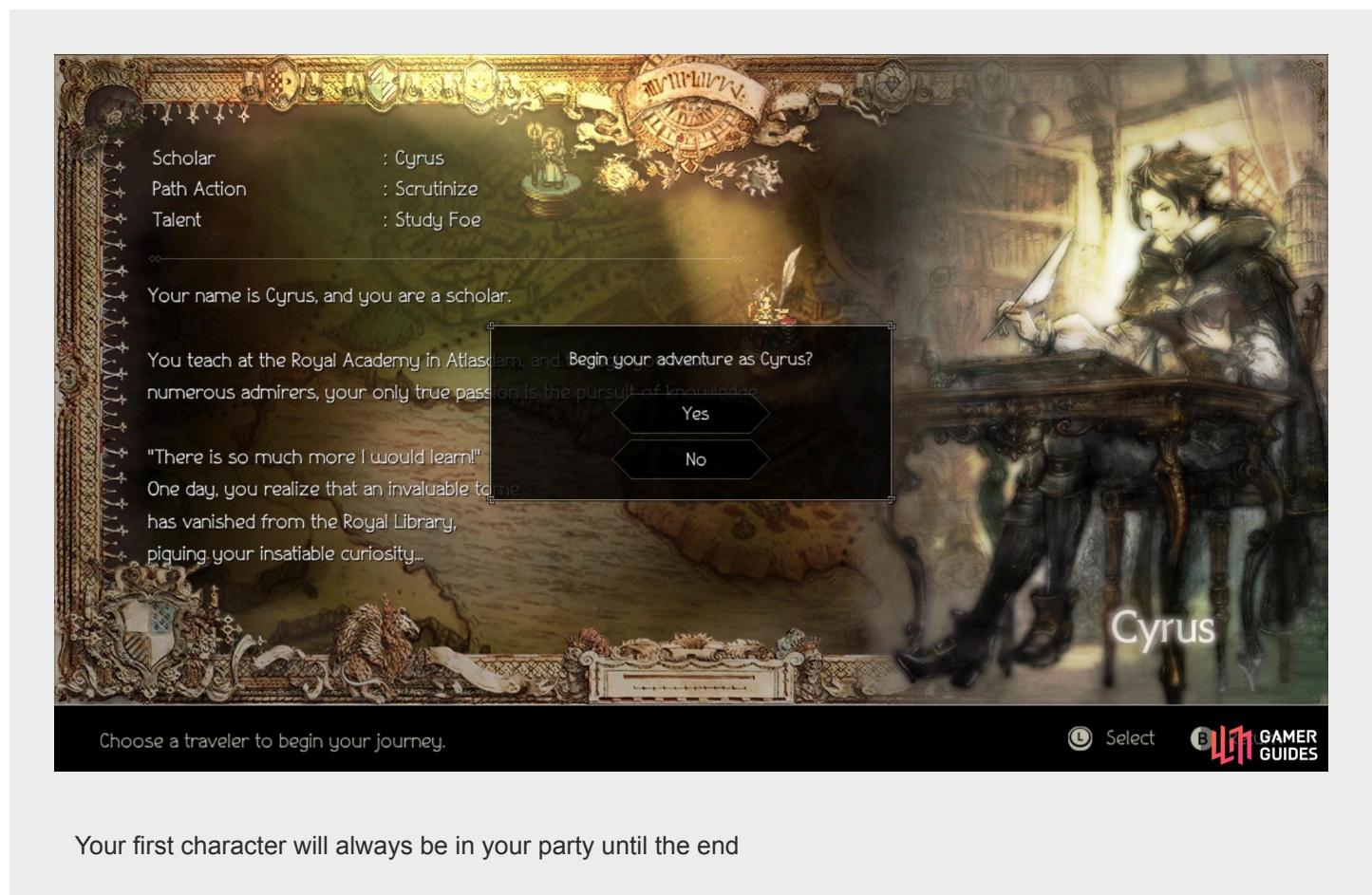
Tressa's Talent, **Eye for Money**, is unique, as it will seemingly give you money for just exploring various places. What it really does is grant you some money for crossing into a new area, which is determined by a few different factors. The Danger Level of the area, in addition to the number of steps you take in an area before switching to a new one, will determine how much money you get.

Important Note



Note: If you played the demo that released in June, then you will be able to carry over the data from that into the final game. You will receive a prompt as soon as you reach the title screen, but if you forgo that, you see the option to carry over the data at the bottom of the title screen whenever you wish.

Before diving into the main game, let's take a moment to reflect on the structure of the guide a little bit. Due to how the game is set up, it's possible to start from one of eight different spots. This is because the game has you choosing from one of eight different characters at the beginning of the game. Once you complete that character's first bit of story, you will be able to explore the game's world and recruit the others. What character you start with doesn't really matter in the long run, but each one has a Path Action that is basically an ability you can use on NPCs, so you'll need to make a decision as to which action you want from the beginning.



Your first character will always be in your party until the end

These Path Actions are split into two categories, Rogue and Noble. Using this little bit of knowledge, you can narrow the Path Actions down into four sets of two each, essentially. As an example, Tressa is a merchant and can use **Purchase** to buy items off of NPCs, while Therion has **Steal** to pilfer items off of NPCs. While these both are about getting items from NPCs, one requires you to use money (Noble) and the other is stealing (Rogue). They are similar, but have enough of a difference to make them a bit unique. There are also some instances where you won't be able to use one of the actions, while the other is available.



Note: To make writing the guide a little easier, it will be starting with Cyrus, the Scholar.

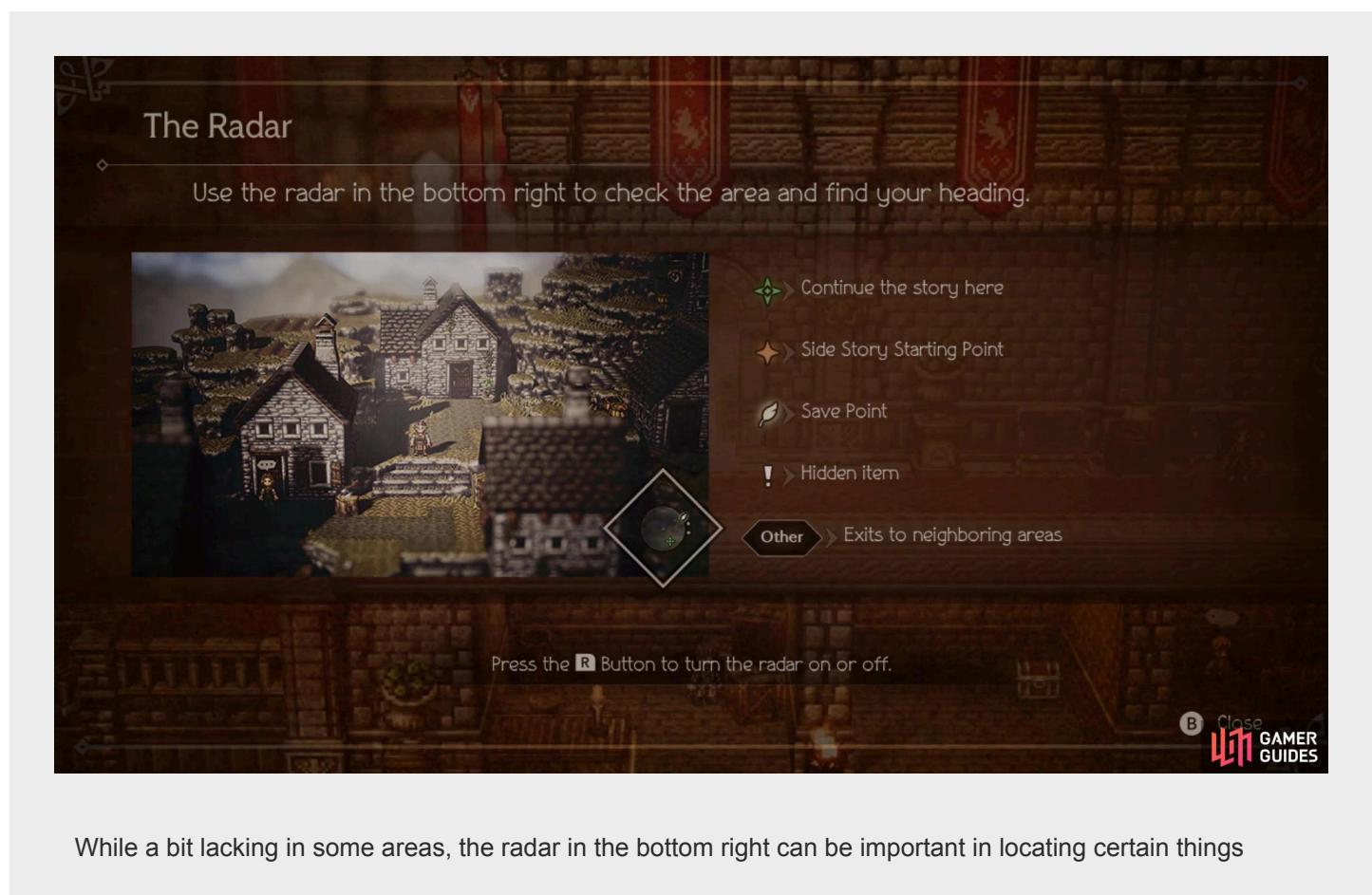


Important: Whoever you choose as your first character is locked into your party until you completely finish their story. For example, if you chose Cyrus, then you will not be able to switch out Cyrus until you completely finish his story.

Cyrus, the Scholar

You will begin in a classroom, teaching two students about some history, including the current city you're in, Atlasdam, as well as a lost place called Hornburg. The class will end and you'll be stopped in the hallway, with a guard mentioning that you've been granted permission to enter the special archives. You'll now gain control of Cyrus and be given a short tutorial on the radar (or minimap). This is shown in the lower right corner of the screen and will be used extensively when exploring.

The green icon indicates the main story objective, while an orange star shows where you can begin a Side Story, which are sidequests. The feather icon is for save points, while the exclamation point icon is for hidden items, something you'll learn about soon enough. Feel free to look around upstairs, but you won't find anything right now, so head downstairs for a cutscene. You'll be forced outside of the palace after the scene is over, but return inside for right now. On the bottom floor, on the right side, you will find a chest in the middle room, which contains a **Thunder Soulstone**. To the left of the main entrance will be three chests, which contain an **Herb of Awakening**, **Inspiriting Plum**, and **Healing Grape**.



While a bit lacking in some areas, the radar in the bottom right can be important in locating certain things

Exit the palace and head south, where you'll find the save point for Octopath Traveler. You have a total of nine different slots, so it's always important to keep back-ups, in case you need to do something else. To the south of the save point is the castle town and to the left is the library, which is where you need to go for now. Enter the library for some scenes, where you'll be summoned by the Headmaster while looking for the tome Cyrus wanted. Rather than being to go there yourself, the game will automatically place you at the school and you will meet Headmaster Yvon. Being none too happy about having information from the special archives leaked to the public, he mentions the special archives will be closing early.

Back in control once more, return to the library and Mercedes, the keeper of the library, tells you she couldn't find the tome either. So, it looks like it was stolen, according to Cyrus, and there's a mystery afoot! Being the lover of knowledge and puzzles, Cyrus takes it upon himself to learn who the culprit is. Once outside, you will be introduced to Path Actions at this

time, with Cyrus' being Scrutinize. Basically, you can go up to any NPC with a speech bubble and press the Y button to bring up a list of Path Actions. Of course, you only have Scrutinize right now, which allows you to learn some information.



Note: In Atlasdam, Scrutinize doesn't have any consequences, but in other places, you will not be so lucky. That's because Scrutinize is one of the Rogue actions, which means that each time you use it, there is a chance that it will fail (the percentage is always shown before you use it).

Finding the Thief

Start off by using Scrutinize on the guard at the library's front entrance to learn that he has a key to the archives, but was sleeping on the job. Now, head east a little bit and use your Action on the guard to the south. The information you gleaned off of him says "A Hidden Item," which actually puts a hidden item on the current map. However, it's not so hidden, as it flashes and an exclamation point is actually shown on your radar. This hidden item is located in the planter to the right of the library's entrance, netting you a **Light Soulstone**. Next up is the guard in front of the palace, who will place a hidden item at the end of the alley to the left of the school (**Odds and Ends**).



Using Cyrus' Scrutinize can unlock a bunch of benefits (left); such as hidden items around the towns (right)

Climb the stairs to find another person you can use Scrutinize on, in front of the gate, who unveils another hidden item. This one is close to the entrance of this entire area; it's in a bush right next to a short set of stairs by the front guard (**Inspiriting Plum M**). There's a boarded up doorway to the right of that last hidden item, but you can't do anything with it right now. Enter the school for now and head straight for the Headmaster's office, as there is nothing else to be found inside of the building. Use Scrutinize on him to find out that he also has a key to the archives, but he hasn't been there for a long while, so he can't be the culprit.

To continue the story, return to the library to find two people you can use your Path Action on, the librarian and another person. The librarian mentions that only Yvon and the guard outside has a key, while Russell talks about some gambling debts he has...hmm, suspicious. After using Scrutinize on the four NPCs with a green speech bubble, Cyrus will go outside into the middle of the map and make a deduction about the real culprit. You will be asked a few questions, which you actually have to answer. The following are the correct answers:

- The headmaster and the guard
- The guard's

After a bit of deduction, Cyrus pinpoints the culprit as his one colleague, Russell. All that's left to do is find him and make him confess, with Cyrus pointing out that he's been doing his work underground. You'll get a brief screen telling you to save your game often, but that's the number one rule in any RPG game. Before you head for the Subterranean Study, though, there's some other stuff to do in Atlasdam.

Exploring Atlasdam

The first place to explore is the palace, despite you already looting the chests earlier. That's because there are people there you can use Scrutinize on, the first of which is on the guard right in front, who has another hidden item for you to find. This one is to the left, on the ground floor, by the older man sitting down in the first room (**Healing Grape**). There is a little boy in the lower right corner, who is hiding an item among the boxes right next to him (**Buckler**). Lastly, there are two guards in front of the throne room, yielding two more hidden items. One is in the dining room in the upstairs left corner (**Olive of Life**), while the other is in the room in the upper right corner (**Small Cup**).

You can enter the town portion now, which you'll want to do for two reasons, for more people to Scrutinize and to do a little shopping. You start the game with 2,500 Leaves (the currency in the world of Orsterra), so you won't be able to deck Cyrus out in the most expensive stuff available, but you will be making things a little easier when you visit the Subterranean Study shortly. There will be someone available to Scrutinize as soon as you enter the town, who will offer some information in which the residents will be more susceptible to Guidance. This pertains to another character, so don't worry about it.

You can unlock new equipment in the shop by Scrutinizing the guard near the exit (left); Don't forget to upgrade Cyrus' gear before diving into the study (right)

Straight south from this man will be two children who you will be able to use your Path Action on. The boy will offer **Smarter Bartering**, which is another thing pertaining to a character you don't have right now, while the young girl has a hidden item. This item is found to the left of the equipment shop to your west (**Light Soulstone M**). Speaking of the equipment shop, go ahead and browse its wares. Go for the cheaper stuff, due to lack of money, like the Light Staff, Round Shield, and Pointed Hat. Don't worry about a chest piece, as you will be picking one up in the dungeon. Also, don't forget to sell some of the stuff you have, like the Small Cup and Odds and Ends, which are items that "fetch a modest price if sold."

You'll be coming back to the shop shortly, so exit and enter the building next to it to find the tavern. The keeper allows you to change your party members, your equipment and even restore your reputation (this will be useful and explained later on). The two patrons inside the tavern will yield hidden items, one of which is on the barrel just outside the tavern (**Empty Coin Pouch**), with the other being in front of the barrel by the house in the lower right corner (**Nourishing Nut**).



Note: The Nourishing Nut is an item that increases your max HP permanently.

There are two more NPCs to use Scrutinize on before being finished, both on the eastern side of the town. The guard near the exit, who can be tricky to talk to right now because of the prompt about not being able to leave, will unlock a few extra pieces of equipment at the shop, while the man in front of the inn will offer a slight discount at the inn. The only other building to check out is the Provisioner, who sells items to use in battle. You might want to pick up a few extra Healing Grapes, just in case, as well as one or two more Inspiring Plums. The new wares at the other shop is just an expensive weapon and two accessories (the Empowering Earring is a good choice if you have the money for the extra health). When

you're finally ready, save your game and enter the Subterranean Study.

Subterranean Study

Battling Basics

If Cyrus is your first character, then this will be your first dungeon. Enemy encounters are random and upon getting into your first battle, you will see a brief tutorial about exploiting enemy weaknesses. Basically, all enemies in the game have what is called Shield Points, which is shown to the left of the vulnerable boxes. In order to break an enemy, you need to hit them with one of their weaknesses, which will reduce their Shield Points by one. For an example, let's take a look at one of the enemies in this dungeon, the Ice Sentinel. It only has a single Shield Point and is weak to both staves and fire, two things in Cyrus' repertoire (the three other weaknesses you don't have access to right now).



The Shield Points and weaknesses are shown under the enemy sprite (left); Reduce their Shield to zero to break the enemy (right)

So, rather than waste precious SP on an enemy by using your magic on them, it would be best to strike the enemy with your staff to break them. Once broken, an enemy will have stars above their head and they will be out of commission for a single turn, so you can use that turn to attack the enemy or recover. The turn order is shown at the top of the screen and it is possible to manipulate it with status ailments and defending. So, you struck the Ice Sentinel with your staff and broke your foe. This should trigger another hint screen, talking about Boost mode.

Above your character's HP are little dots, some of which might be filled up. These are Boost Points (or BP) and you can apply these to your attacks to enhance their power, which is done with the R button. You gain a single BP every turn and can apply up to three to your attacks. In the case of physical attacks, the number of BP applied will translate to the number of attacks you dish out, while in the case of something like Cyrus' elemental spells, it will increase their power accordingly. Note that you will not gain BP the turn after using any, so there is some strategy to this system.

Exploring the Study

You have two main goals in exploring the study, which is to get to around level 5 and to open all of the chests, of course. Leveling up will replenish all of your missing HP and SP, so if you know you're going to level up on the next fight, don't be hesitant in going all out. From the entrance of the Study, there is a path to your left, which leads to a dead end with a chest (**Healing Grape**). Return to the entrance and head right this time, ascending the hill and seeing another chest straight ahead to the north. Run up there to open it (**Herb of Clamor**), then follow the path to the path, making a note of the chest you see above you.



Note: Every character in the game has a talent associated with them. Cyrus' talent is called Study Foe and he will gain insight into one of your enemies' weaknesses at the start of battle.

Climb up the next hill and you will be at a fork in the road. Unbeknownst to you, there is a slightly hidden path slightly north of the fork, leading to the right and to the chest you just saw prior to this. The chest contains a **Wind Attire**, which is a nice chest piece for Cyrus. Back at the fork, head north this time to reach another dead end with yet another chest (**Inspiriting Plum**). You can now continue by venturing east at the fork, going straight to another chest at a dead end, past some stairs (**Herb of Light**). Up the stairs and a little further will be a NPC, who is actually a merchant. You can't Scrutinize him and he only sells restorative items, so restock if you need any.



There is a secret path pictured in the screenshot above (left); which leads to a chest with a nice piece of equipment (right)

Make sure you save your game and bypass the the northern trail to Cyrus' colleague, as there is another treasure to your east (**Light Soulstone**). All that remains is speaking with Russell at the top, which will trigger a boss fight, but you want to continue fighting until you unlock enough JP (Job Points) to be able to unlock the skill sub-menu. Every character has two types of skills, active ones and support ones. Whenever you earn enough JP, which is 30 in the case of the first one, you will be able to select one from any of the active skills in the middle.

Support skills work a bit differently and unlock as you obtain more of the active skills. For Cyrus, the majority of his active skills are elemental spells. Lightning Bolt deals lightning damage to all enemies once, similar to Fireball and Icewind and their respective elements. Fire Storm/Blizzard/Lightning Blast are just more powerful versions that hit twice. Analyze is a nifty spell that shows the HP amount for an enemy (appears quickly underneath the top-middle of the screen), but it also reveals a weakness (more if you Boost).

If you do grind for level 5, then do so right in front of the boss at the top, as you will go into the fight with full HP/SP.



Important: The bosses in Chapter 1 scale depending on the number of party members you have. So, if you have four party members going into Cyrus' boss fight, then the enemies will have a different amount of Shield Points and HP.

BOSS - Russell

Russell is not too tough of a boss, but he is accompanied by two Water Wisps. These enemies will use mainly ice attacks,

like Icicle and Icewind, as well as a rather weak physical attack. Them being weak to fire will help, since you can just use Fireball twice to break them, then let loose with a Boosted Fireball. They have around 700 HP (solo), so it will take a few rounds to get rid of them. Russell, on the other hand, has a variety of attacks, including four physical attacks and a number of fire-elemental ones.



A fully boosted Fireball will help in quickly taking out the Water Wisps (left); Russell muttering an incantation usually means a strong attack is coming next round (right)

Attack, Tome Toss and Tome Tempest aren't too bad and easily shrugged off without worry. Note that Tome Tempest hits the entire party, as does Fireball and his ultimate attack. The only real annoying physical attack is Intimidate, which can inflict Silence for three turns. The only real thing to watch out for from Russell is whenever he starts "muttering an incantation," as this is usually followed by Dragonsbreath, his most powerful skill.

The easiest thing to win this battle is to go after the Wisps first, pelting them with Fireball, until they're gone. Once you do that, you can hit Russell with your staff (one of his weaknesses) and possibly wait until he begins the incantation, keeping an eye on the turn order. If you get a turn after the incantation is begun, then you can break him to put a stop to it. Follow up a break with a fully powered Icewind, another of his weaknesses. As long as you keep an eye on your health and use items when necessary, you won't have any trouble with the boss.

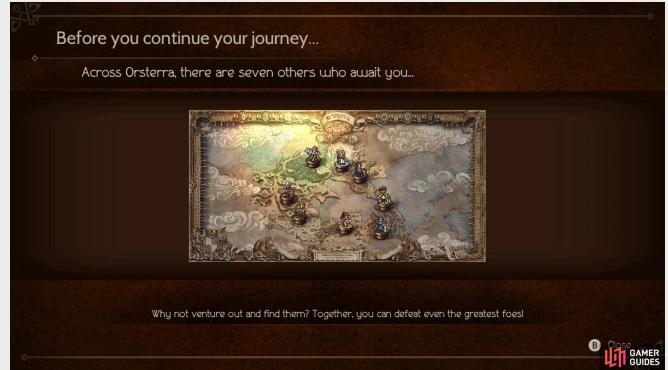


Weaknesses: Russell's full set of weaknesses includes **swords, daggers, staves, ice and wind**.

Back in Atlasdam

After Russell is finished, you will return to town, specifically the library. It turns out another book is still missing, but this was before Russell's time. The Headmaster's assistant comes and tells you he wishes to speak with you, so that's your next destination. You're automatically put outside the library, where a new NPC can be Scrutinized. Another hidden item is unveiled, this time in one of the bushes to the left of the main entrance of the academy (**Large Feather**). All that is left is to visit the Headmaster again, who has some troubling news this time. This will put Cyrus on a "sabbatical," meaning he is free to explore the world.

If you need to restock on any items, do so now, then leave via the southeastern exit in the town portion of Atlasdam. Upon finally exiting, you see a brief screen telling you about the seven other characters out in the world. Who you pick will be up to you, but Ophilia is probably the closest and she is a Cleric. Tressa also isn't too far off and is one of the better beginning characters, due to her ability to make money and possibly net some awesome equipment. If you look at the World Map from the menu, you will see that Cyrus' second main quest is located far to the west and has a recommended level of 24, so it's time to go around and get some other characters first, starting with Tressa.



The game will tell you where the characters' Chapter 2 story starts (left); You will want to start recruiting other characters in order to get stronger (right)



Tip: You have the ability to fast travel back to any town you have already visited by simply selecting it from the world map.

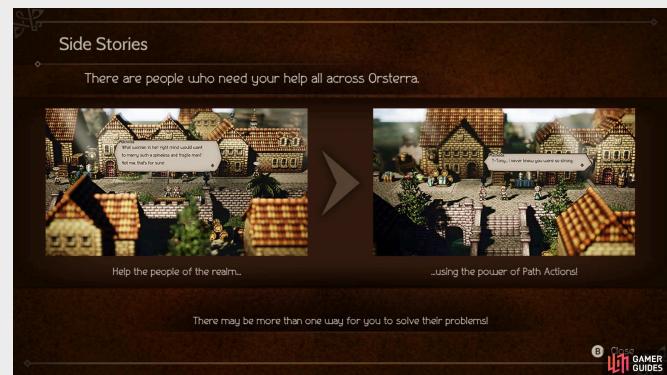
Onward to Rippletide

East Atlasdam Flats

If Cyrus is your first character (and it is, according to this walkthrough), then you will meet someone whenever you reach the end of the bridge that leads to Atlasdam. It appears this person has been injured and wishes for a Healing Grape. Go ahead and give one to him, and the person will introduce himself as Kit, who is on a journey to find his father. This is the first Side Story in the game and no matter which character you choose as your main, you will find Kit outside of their starting city. This Side Story's name is called Kit, the Traveler, and that's all there is to it.

Objective	Reward
Helped Kit by giving him a Healing Grape	1,500 Leaves

Note that there are more people to use Scrutinize on back in Atlasdam, as well as a few Side Stories, but you will be returning there shortly. Back to the main event, there is a chest located not too far southwest from Kit, which contains an **Inspiriting Plum**. Grab it, then start following the trail going east. This will turn south and you should be able to spot a chest to your south. Continue moving south and take the side path going east to the chest you just saw, which contains **500 Leaves**. Continue south and you will arrive at North Rippletide Coast.



Kit will always be outside of your main character's starting city (left); Side Stories will sometimes have multiple solutions to them (right)

North Rippletide Coast

To start, there is a chest not far off to your right, which contains a **Fortifying Nut**. Keep going south until you hit a save point, where you can either head right and further south. The southern path leads to a dead end with another chest (**Healing Grape**), while the other way lets you continue. There will be a trail that veers off to the right, leading down to the beach and another chest (**Olive of Life**) and if you venture on a slightly hidden path north of the chest, you will find Undertow Cove. Unfortunately, this place has a Danger Level of 45, so it's best to avoid it and return to the main path. You'll find yourself approaching East Rippletide Coast.



Note: The Danger Level of a place dictates the level your characters should be at before exploring it.

East Rippletide Coast

Just follow the path to a save point and just below that will be a wooden sign. Read this to see that Rippletide, your current destination, is off to the west. While you can explore to the south, just head west into Rippletide.



Danger Level usually indicates the level you should be at...

Tressa, the Merchant

Exploring Rippletide

You will enter Rippletide from the eastern side, with there being a NPC you can Scrutinize right away. However, unlike the 100% chances in the initial main story quest for Cyrus, you will only have a 40% chance of success for this NPC. You could save your game, try your hand at it and if you fail, reload that save to try again. Of course, if you do decide to go ahead with it, then you will uncover a hidden item on the docks in the northwestern section of town (**Healing Grape M**). The first building you see is the Provisioners, who aren't selling many items, but you can Scrutinize them. However, they yield nothing at all.



Important: You can only fail a total of five times with Path Actions before it will negatively affect your reputation in the town. Should this happen, then the NPCs won't respond to that particular Path Action and you will have to pay a hefty fine to fix your reputation at the tavern keeper.



Some Path Actions only have a percent chance to succeed (left); Fail enough times and you won't be able to do any Path Actions in that town (right)

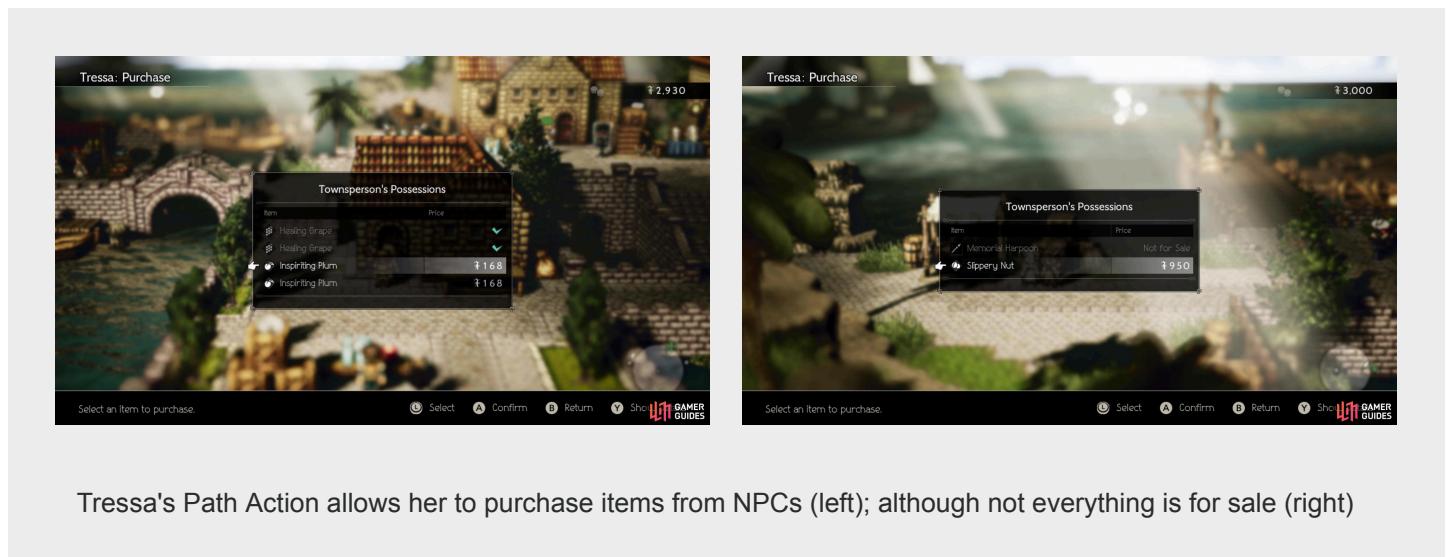
Next door to the Provisioners is the equipment shop, who doesn't really have anything new for Cyrus, but there is a chest in the corner just south of it (**Bottle of Poison Dust**). You can squeeze in between the equipment and second Provisioner shops, where a NPC will be hiding. Scrutinize him (80%) for a hidden item on the short dock in front of the save point on the western side of town (**Articulate Stone**). Just west of that is the tavern, but there is another NPC you can Scrutinize out front (90%), which is next to the older lady by the western exit (**Essence of Grape**).

Back at the tavern, there is a chest right next to the entrance, which contains a **Healing Grape**. Inside the tavern is another chest, which will yield **500 Leaves**. If you descend the stairs to the south of the tavern, you will find a third chest in front of the inn (**Inspiriting Plum**). To the west of the inn is another NPC for you to Scrutinize (50%), with "Smarter Bartering" being the information gleaned. This will come in handy very soon. There's only one more NPC to talk to here, which is the old lady by the western exit. Scrutinizing her will yield a discount at the inn.

You may have seen a female NPC with a green speech bubble above her head in front of the tavern. This is Tressa and upon speaking with her, you will have the option to do her first story quest. You will have the option to take her along, but you won't be able to do certain things until you complete her story. Also, you will have the option to hear the beginning of her tale or not, with this walkthrough picking "yes."

Tressa, the Merchant

After waking up and visiting her mom and dad's shop, Tressa decides to work on restocking the shop. You're free to explore the town at this point, but you've already looted the place and you don't really want to spend any money just yet. Cross the bridge to the west for a scene and you'll witness the haggling skills of Tressa. It is at this point that you will unlock her Path Action, Purchase. By pressing the Y button to any NPC with a speech bubble, you can bring up a list of items that you can purchase from them.



For the time being, most of the good stuff is out of your price range, with Tressa's mom and dad having some nice accessories (HP and SP restore after every action). Your objective right now is to get some wine, which can be purchased from the NPC with the green bubble in front of the tavern. Purchase the wine and some scenes will play out, with some pirates causing a ruckus and stealing your bottle of wine. Return to the docks for another scene and you will be able to purchase some stuff from the Captain's merchants. The game will move on after buying the Sleepweed, so save that for last. Some more scenes will play out after that, then you'll be back in the present, with Tressa now joining up with Cyrus. When you're ready, take the western exit out of town.



Tip: Make sure you buy some equipment for Tressa before setting out for the Caves of Maiya.

The Caves of Maiya

Path to the Caves of Maiya

There are random encounters on the path to the pirates' den, so you will likely get into a few fights before reaching your destination. Notably, you'll face the same enemies as on the other Rippletide Coasts, with the bonus of having another party member with you. When you reach the first fork, head south to find a chest on the beach (**Healing Grape**). A little further west, there will be another path leading south, this one also leading to a dead end with a chest (**Inspiriting Plum**). Continue west, across a bridge and once you reach the end, look north to spy a third chest above you (**Herb of Clarity**). All that is left is to venture south at the western end, opening the chest underneath the bridge to your east (**Healing Grape**), then finally making it to the pirates' den to your west.

Exploring the Caves of Maiya

When you approach the entrance to the cave, you will meet up with one of the pirates' lackeys. This will set Tressa's plan in motion, which means you'll be able to explore the caves without pirate interference. Once inside, head straight west to find a semi-secret path that puts you at a treasure chest with **1,000 Leaves** inside. Make your back towards the entrance and run south from the sleeping pirate to find another. Continue past him and to a third, where you will want to go north to find another chest (**Healing Grape**).

Not too far past the third pirate is a dock, which will be holding a chest at the end of it (**Inspiriting Plum**). Keep going west to a split, where you'll want to venture northeast to find a chest with a **Thunder Soulstone** inside of it. Continuing northwest puts you at a save point, where there will also be a merchant. You should be able to see one final chest to the northeast, which you can reach by entering the small doorway to the west of the stairs (**Refreshing Jam**). When you're ready, save your game, then climb the stairs to continue the story and fight a boss battle.

BOSS - Mikk and Makk

This can be a challenging boss fight, since there are two of them, but you will want to focus on one at a time. Note that if this is your second boss fight in the game, then they will have increased Shield Points and HP, so that can make things a little tougher. Out of the two, Mikk is definitely the stronger one, although they both have the same exact attacks. Attack is a single-target hit, as is Slice, but Mutiny will hit all characters. Me mate's got me back! will make it so the boss that uses this will cover the other one from attacks. Whenever you defeat one of them, the other will gain a buff that increases their physical attack and defense.



Make sure you use Tressa's Collect to steal money from bosses (left); The remaining pirate will power up after his friend is defeated (right)

When you see one of them use "Ye scurvy lubbers," then their next attack will be Pirate's Pride, which hits all characters upwards of 100+ damage, even while defending (if they are buffed). As already mentioned, Mikk is the stronger of the two, so you will want to go after him first. He is weak to spears, axe, thunder and wind; you should have three of these in your arsenal. So, start working on his shields and when you finally break him, it might be better to use a fully powered magical attack, since the other pirate will protect from physical attacks when they are lower on health. Mikk is weak to **spears, axes, lightning and wind**, while Makk is weak to **bows, staves, fire and wind**.

One important thing to do before defeating either one is to use Collect with Tressa to get some free money from the pirates. This skill seems to gain a higher success chance the lower HP they have, plus you can boost it. You should be able to gain upwards of 1,200 Leaves from each one, so that's a huge chunk of change. Once Mikk is out of the way, it's time to move on to Makk, who is weak to bows, staves, fire and wind (all four you should have if you did Cyrus first). Keep an eye on your health and Makk should go down rather quickly without the help from his brother.

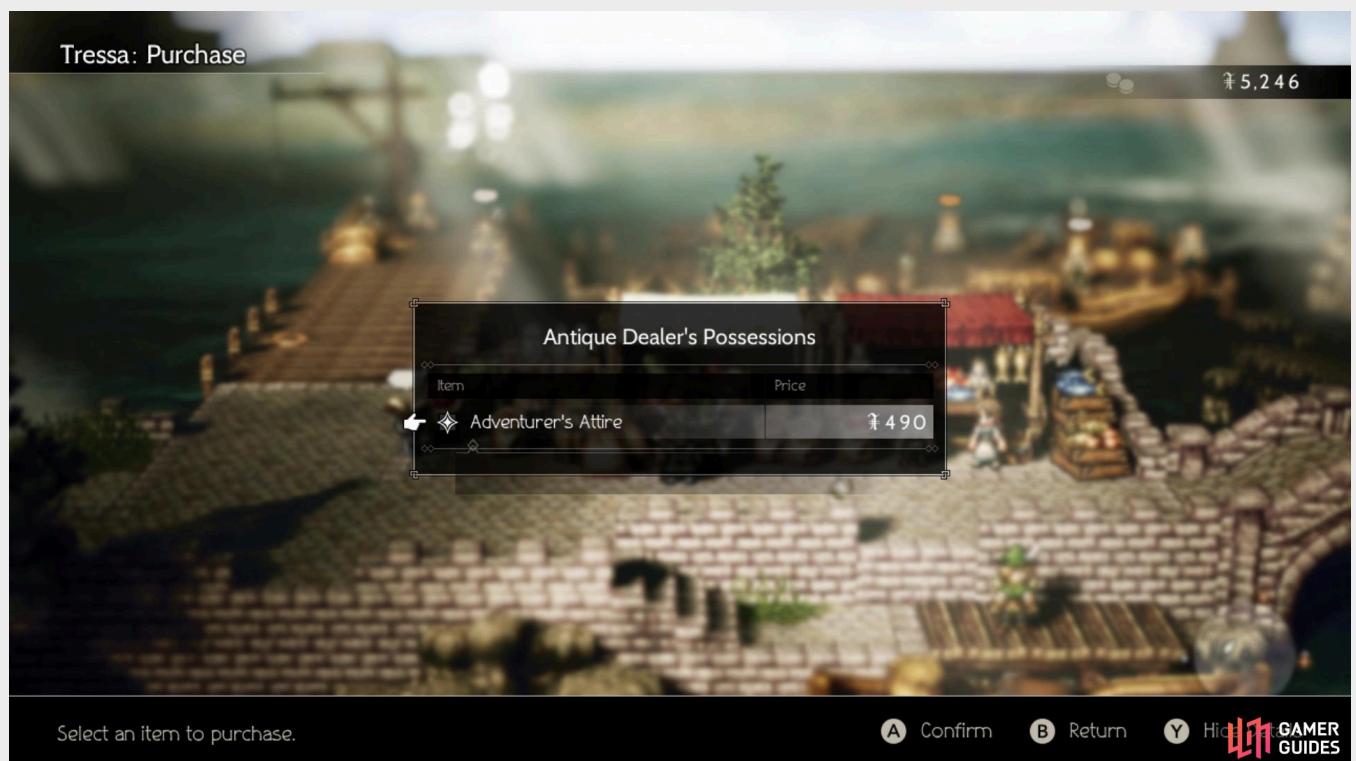
When the battle has been finished, an unexpected visitor arrives and a scene will play and you will be back in Rippletide. Tressa gets to pick a single item and chooses a diary. When you regain control, head on home for more scenes. Exit out the town to the east and Tressa's journey will truly begin...

Sidequesting I

Before diving into another character's story, let's take this time to take a quick break and do some of the side stuff. Return to Rippletide to find that there are a bunch more people in it, as well as two orange stars. If you recall from earlier, these are Side Stories and you can finish one of them right now (the other requires one of two other characters). These Side Stories are as follows:

- [Le Mann, Explorer Extraordinaire \(I\)](#)
- [Love Unrequited](#)

You can only finish the first one for now, so start by going to the orange star on the docks, which will introduce you to an adventurer named Le Mann. He speaks of going out on a grand adventure, but is a little bit ill-equipped to do so. To complete this Side Story, head to the beginning of the docks and look for an Antique Dealer in front of one of the stalls. Use your Path Action to either Purchase/Steal the Adventurer's Attire from him, then bring it back to Le Mann to finish.



You can buy the Adventurer's Attire from the Antique Dealer for Le Mann

Objective	Reward
Brought Le Mann the supplies he needed to begin his adventure	1,500 Leaves, Fortifying Nut

There isn't really anything worth risking your reputation on with Scrutinize, plus nothing really worth purchasing, other than a bow that's definitely out of your price range. With that out of the way, fast travel to Atlasdam and start looking around. There are four Side Stories that start here: two in the town, one in the library and one more in the castle.

- [City of Gold](#)
- [Fit for a King](#)
- [The Prodigious Painting](#)
- [Theracio's Tutelage \(I\)](#)

Just like in Rippletide, you can only finish one of these, due to your current characters. Also, you won't find anything of value by using Scrutinize, but there are a few goodies to be had with Tressa's Purchase. The NPC who starts Fit for a King has a Flying Helm for sale, which is a nice upgrade for either of your characters. Also, the little boy in the bottom right corner of the castle has a few pieces of equipment for sale, such as the Elusive Shield, Silver Spear and Composite Staff.

For Fit for a King, you need to find three specific ingredients for the chef, all of which can be stolen/purchased from NPCs in Atlasdam. The townsperson in front of the building just as you enter Atlasdam has the **Ambrosial Milk**. The little boy in the central part of the town has the **Roc Egg**. For the **Emperor Crab**, you will need to visit one of the patrons inside of the tavern for it. Once you have all three items, bring them back to the questgiver to finish the Side Story.

Objective	Reward
Brought three ingredients to the Capable Culinarian	1,500 Leaves, Healing Grape (M) x2

Tressa: Purchase

¥ 4,983

Townsperson's Possessions	
Item	Price
◆ Ambrosial Milk	¥ 70
Ingredient used in a dish for the king.	

Select an item to purchase.

A Confirm

B Return

Y Hide  GAMER GUIDES

The NPC who has the Ambrosial Milk

Tressa: Purchase

¥ 4,923

Boy's Possessions	
Item	Price
◆ Roc Egg	¥ 29
Ingredient used in a dish for the king.	

Select an item to purchase.

A Confirm

B Return

Y Hide  GAMER GUIDES

The NPC who has the Roc Egg

Tavern Patron's Possessions	
Item	Price
Emperor Crab	190
Ingredient used in a dish for the king.	

Select an item to purchase.

A Confirm

B Return

Y Hide  GAMER GUIDES

The NPC who has Emperor Crab

That's about all you can do right now, so it's time to recruit your next character. The closest ones to your current cities are Ophilia to the north of Atlasdam and Olberic to the south of Rippletide. Remember that you don't have to do these in the order presented here. In fact, fast travelling allows you to do much more, as you can simply set foot in the cities for the above characters, as an example, then set off to get someone else instead. In fact, this walkthrough will be doing just that, as you will be paying a quick visit to Flamesgrace, then be off to S'warkii to get H'aanit.

Onward to S'warkii

Fast travel to Atlasdam and take the only exit out of town. Take the northern path at the split, to get to North Atlasdam Flats. If you head straight west, you will find the entrance to The Whistlewood, which is set at Danger Level 15, but it's always nice to have it marked on your map. Return to the main path and follow it north, to another save point and a wooden sign, which points out that Noblecourt is to the north and Flamesgrace is to the west. You don't want to go north, so west it is. Before you reach the next zone, look to the south to spot a chest with an **Olive of Life M** in it. Exit to Northern Flamesgrace Wilds.



Note: It hasn't been talked about yet, but Tressa's talent is called Eye for Money. This basically gets you free money as you travel from zone to zone. It appears to be based on the number of steps taken, with a maximum for each zone that depends on a proposed number of steps it would take to reach it.

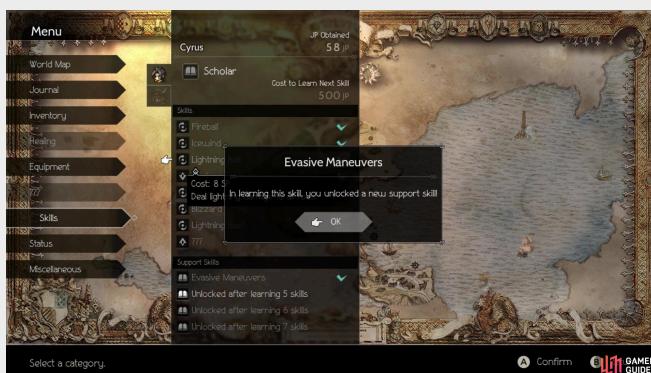
Northern Flamesgrace Wilds

Travel west until the path starts bending to the south, where you'll find a little dead end you can go on with a chest waiting at the end (**Olive of Life**). Continue south to a save point and a split in the path, with Flamesgrace to the east and S'warkii to the west. While your final destination is S'warkii, according to this walkthrough, you will be paying a quick visit to Flamesgrace to just enable fast travel. There will be another chest located south of the stairs that are just to the east of the save point (**Herb of Clamor**). Follow the path east to reach Flamesgrace.

Feel free to look around and do any Path Action, if you want, with a special interesting in purchasing the Peacebringer's Garb from the merchant next to the weapon shop. Exit the town and start heading west at the fork, stopping to open the chest to the south for an **Inspiriting Plum**. Exit to Western Flamesgrace Wilds.



Note: At this point, you likely gained enough JP to get another skill on your main character (100 JP option). Whenever a character learns four skills, they will unlock a Support Skill. These can be equipped like any piece of equipment and are completely passive, so you don't have to do anything to activate them.



Evasive Maneuvers is one of the better support skills (left); Don't forget to equip support skills once you've learned them (right)

Western Flamesgrace Wilds

Travel straight west to find a chest at a dead end, which contains a **Healing Grape**. South will eventually bring you to another split, with a chest located in the southeast corner (**Shadow Soulstone**). Continue west, stopping only to collect the contents of the chest you notice along the way (**800 Leaves**), then keep going until you reach a save point. Northeast of the save point is Hoarfrost Grotto, a Danger Level 25 area. There is also a slightly obscured chest just south of the grotto (**Critical Nut**). Continue west to arrive at the North S'warkii Trail.

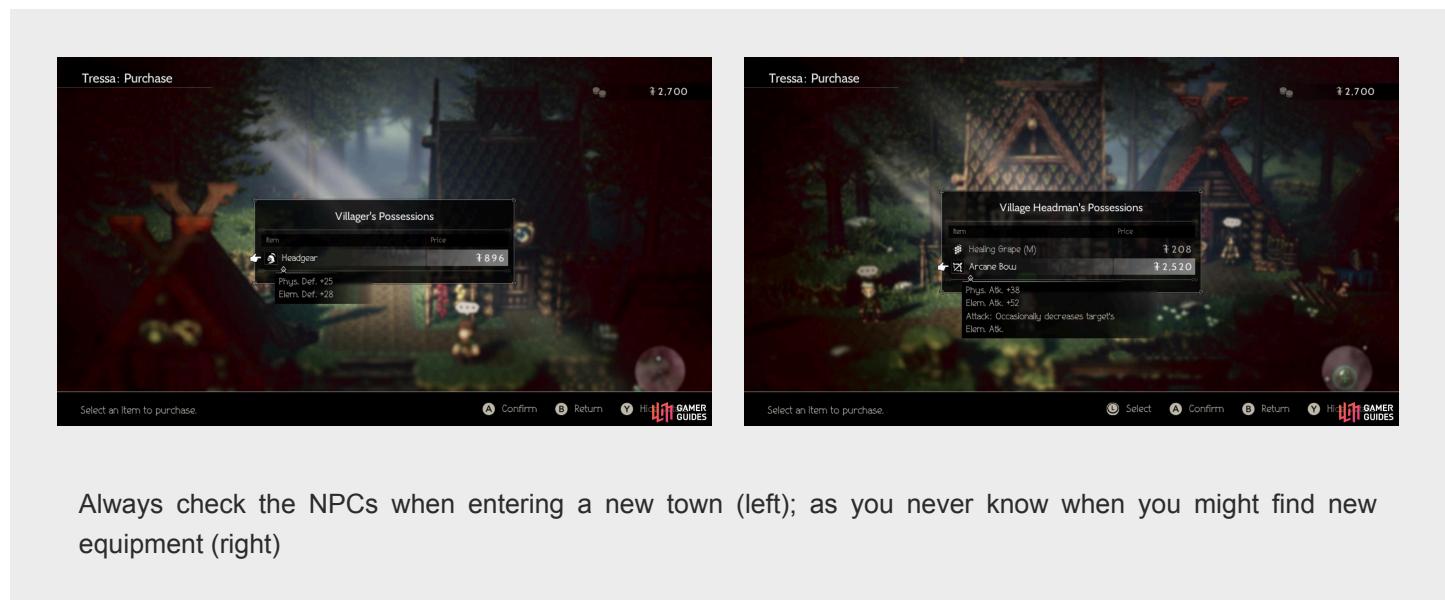
North S'warkii Trail

There is a short trail not too far from where you begin, that leads to a chest with an **Olive of Life** inside. Keep going west to find a save point, then start travelling south for S'warkii. The path will curve slightly to the southeast, which is where you'll find a chest to the north (**Healing Grape**). A little further south will be the village of S'warkii.

H'aanit, the Hunter

Exploring S'warkii

S'warkii isn't exactly a big village and it doesn't have a lot to see. As soon as you enter, look at the villager's items to see if the Headgear he possessed is worth a purchase or not. Scrutinizing this same villager (50%) will make it so that you will always gain initiative upon Provoking the people of the village, which is something you don't have quite yet. There is a chest next to the inn (**Healing Grape**), as well as one more in the southeastern corner of the village (**Inspiriting Plum**). None of the other villagers are really worth Scrutinizing and they don't have any worthwhile items for purchase (the head has a decent axe). The NPC by the western exit can put more wares in the shop, including an expensive armor piece with a lot of evasion, but the Scrutinize is only 30% and you most likely won't be able to purchase it right now. When you're ready to begin, speak with H'aanit to begin her first chapter.



Always check the NPCs when entering a new town (left); as you never know when you might find new equipment (right)

H'aanit, the Hunter

H'aanit is a hunter, waiting for her master to come back from a hunt, after at least a year away. While he is gone, she is to watch over the village in his stead and being a bit bored, she asks the headman if he has any tasks for her. He can be found towards the western exit and he asks you to teach the way of the bow to the young ones. This will unlock H'aanit's Path Action, called Provoke. These can be used to challenge NPCs into battle, but unlike normal ones, they are one-on-one fights and you will only be able to use your summoned beasts.

A little more explanation is needed for H'aanit and her combat abilities. She has the ability to capture monsters and use them in battle. Those she captures out in the wild will only have a limited number of uses before they return to their home, while Linde, the top choice, has an unlimited number of uses. Every creature has their own attacks they will use, like the Mossy Meep healing H'aanit. A little more information on Capture will be talked about in a bit, but for now, go around the village and Provoke all of its residents. This will get you a few levels and possibly some items, as well as teach you a little bit about her abilities.

When you're ready to move on with her story, Provoke the two youngins with the green speech bubble. You can pretty much finish every single battle by using Linde at the beginning, then a fully boosted Linde on your second turn. It's important to note that sometimes NPCs will block a door or something, but using Provoke on them and winning the battle will allow passage. There is one such example in S'warkii, with the inside of the house having a locked chest that only a certain character can open. However, a NPC that has been beaten is unconscious and Path Actions cannot be used on them after the fact, so Provoke should be used as the last one.



H'aanit can't use normal attacks when she Provokes NPCs (left); When you win a duel with H'aanit the NPCs become unconscious (right)

After you finish the training, some more scenes will occur and H'aanit will get a hunt to cure her of her boredom. It appears some creature, called a ghisarma, is in the Whisperwood west of the village and is attacking people.

The Whisperwood

Path to the Whisperwood

The exit to the Whisperwood is located on the western side of the village, so when you're ready, go ahead and enter it. Follow the trail before you, sticking to the bottom of the screen to find a chest hidden in a small alcove (**Shadow Soulstone**). Around the same area, you should be able to squeeze through a hidden opening that leads northeast, bringing you to another chest (**Healing Grape**). Venture north, looking out for another chest, setting off on that path when you come to it to open it (**500 Leaves**). It should be noted that you might want to spend some of your first few battles here capturing some of the local fauna for use in battle. When you're ready to continue, travel west and to the end of the path for another chest (**Inspiriting Plum**), then exit to The Whisperwood.

The Whisperwood

Upon entering, there will be a scene, then you will retake control. Head north along the first path to find a chest at the end, which contains a **Healing Grape**. Travel west now, to the southwest corner, for another chest (**Shadow Soulstone**), then continue north. There will be another trail off to your left, which carries you to a chest to the northwest (**Inspiriting Plum**). Head north once more on the main path, then west to another chest that contains **600 Leaves**.

As you continue north, you should see a clearing of sorts on your right, which is hiding a trail that leads upwards to a chest (**Bronze Vest**). There will also be one final chest to your north, which contains an **Energizing Pomegranate**. A familiar save point will be to your west, as well as a vendor, so stock up and heal as needed, then enter the clearing to confront the ghisarma.

BOSS - Ghisarma

Despite being a singular enemy, this boss can put out some damage, especially if you're doing this with more allies in your team. You will want to keep your characters at top health throughout the fight, simply because Rampage can decimate them, as it can hit three to five times. Its basic Attack and Scratch aren't too troublesome, with Scratch being a slightly stronger version of Attack. When you see it used Readied, that means the boss will be ready to counter a physical attack (not any attack, as stated in the game).



Rampage is a very dangerous attack that could potentially kill a character at full health (left); Leghold Trap is a great skill to get on H'aanit since it forces enemies to go last in a round (right)

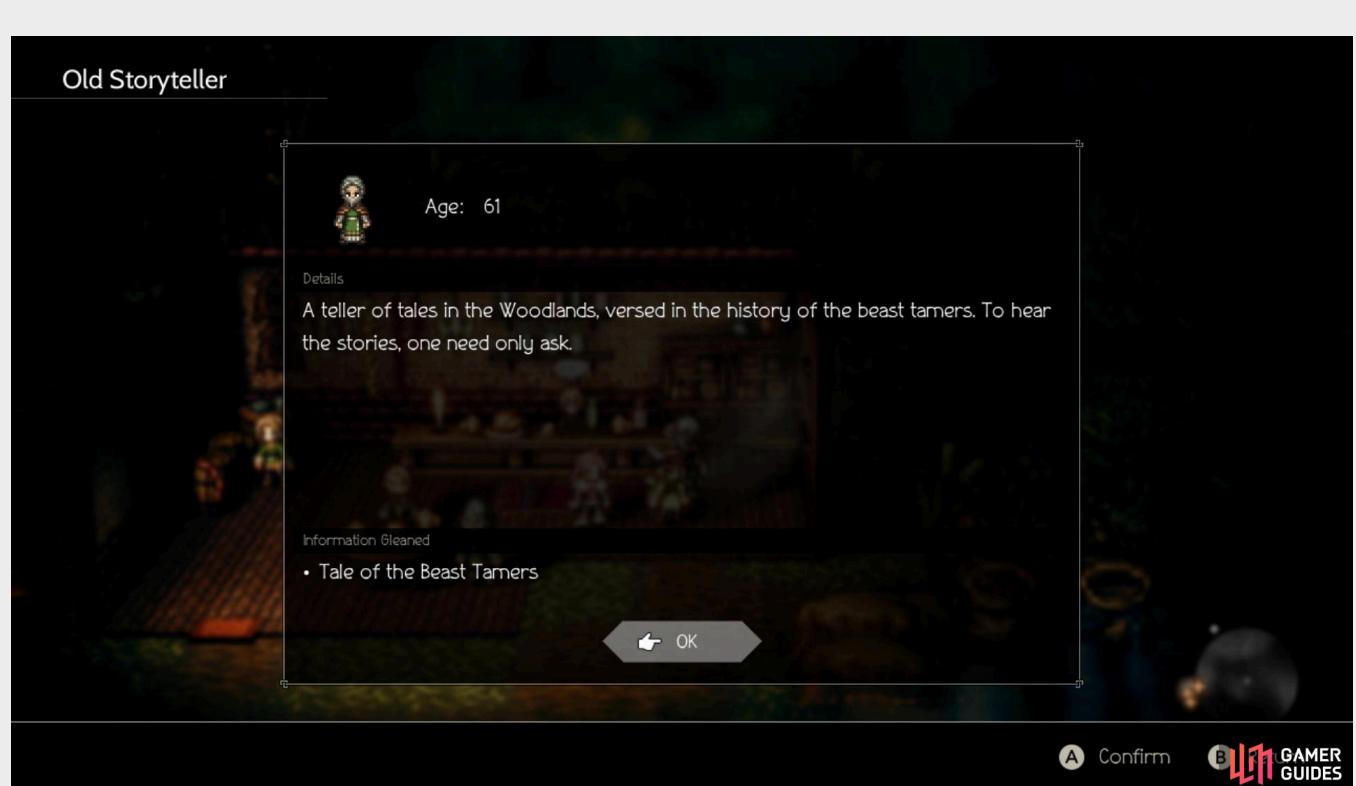
The bigger problem will come when the ghisarma is "ready to pounce," as it will gain a dark aura and on its next turn, it will use Death from Above, its ultimate attack. The easiest way to counter this is to bring its Shield Points down low, then break it after it assumes the pounce position, completely negating the attack. The ghisarma is weak to **swords, bows**,

ice, lightning and light. The main point of this battle, especially with more party members, is controlling the damage from Rampage, as Death from Above can be easily managed.

When you finally fell the beast, you will eventually return to the village, to find your Master's friend having returned without him. You plan to find out what exactly happened to your Master, finishing up this chapter. If you have the money, then it might be wise to update H'aanit's gear, particularly her weapons from the two people who have anything decent for purchase. Also, it might be wise idea to procure some more beasts for her to command, like the Forest Ratkin II, as an example.

There are three Side Stories in S'warkii, once you re-enter after leaving upon finishing H'aanit's first chapter. The only one, given your current party, that you can complete is Ashlan the Beastmaster. Head into the tavern and Scrutinize the Old Storyteller to glean **Tale of the Beast Tamers** from him. Bring this information back to Ashlan to finish.

Objective	Reward
Gave information to Ashlan about taming beasts	1,500 Leaves, Slippery Nut



You can find the information needed for Ashlan by Scrutinizing the one NPC inside of the tavern

- [Ashlan the Beastmaster \(I\)](#)
- [Rite of Passage](#)
- [Way Through the Woods](#)

Your next party member will be entirely up to you, given that you should be able to just fast travel back to Flamesgrace and do Ophelia's opening chapter. Since she is a Cleric, she would be able to provide some much needed healing for your party. However, there are four other characters on the map, with Therion being to the south and Alfyn not much further south from him. Again, it's entirely up to you where you want to go, but for the sake of a walkthrough, you will be visiting Therion next, so Bolderfall is your next destination.

Onward to Bolderfall

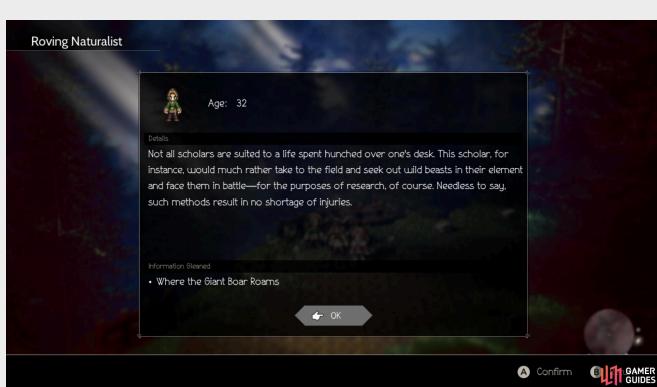
West S'warkii Trail

Exit S'warkii and go north to the save point, where you will spy a chest in a small hill to your northwest (**Herb of Awakening**). A little west of that should be a NPC named Roving Naturalist. Despite what was said previously, this NPC has something for the [Rite of Passage] Side Story. Scrutinize the NPC to glean a piece of information called **Where the Giant Boar Roams**. Note that this is only one of two ways you can finish this Side Story, but this can be done right now. Return to the NPC in S'warkii with the information to finish the Side Story.

Objective	Reward
Shared the knowledge of where the giant boar roams	1,500 Leaves, Refreshing Jam

Remember where the NPC was located on the trail? Head south from there, hugging the right wall, and you will discover a path with a chest (**Slippery Nut**). Keep going now to West S'warkii Trail. When you reach the signpost, you will see three different ways to go, with one path being super short and housing a treasure chest (**Inspiriting Plum**). Despite the signpost saying Victors Hollow is west, it's not actually straight west and the eastern path will merge with the western. So, go west to another split (Victors Hollow is north and out of your league) there will be a chest to your left, hidden in a little alcove (**Olive of Life**).

Return to the signpost and venture south to a save point, then open the chest just north of there for a **Herb of Light**. The trail south of the save point will curve east and then back west, before leading southwest. Right when it does this, you will find a hidden path to the east that leads to the Path of Beasts, an optional dungeon of sorts with a Danger Level of 15. Ignore it and continue southwest to North Bolderfall Pass.



Both NPCs for Rite of Passage can be found on the North S'warkii Trail (left); It doesn't matter which one you use as both lead to the same reward (right)

North Bolderfall Pass

Immediately upon entering, there will be a save point, with a long bridge to your west. This bridge will bring you on the path to Clearbrook eventually, but you're not going there right now. Instead, continue south and at the fork ahead, go south even more for a chest (**Healing Grape**). Take the other path at the split, heading eastward, to arrive at Bolderfall.

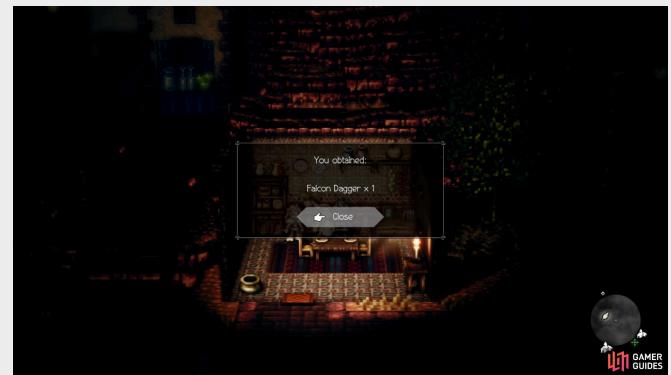
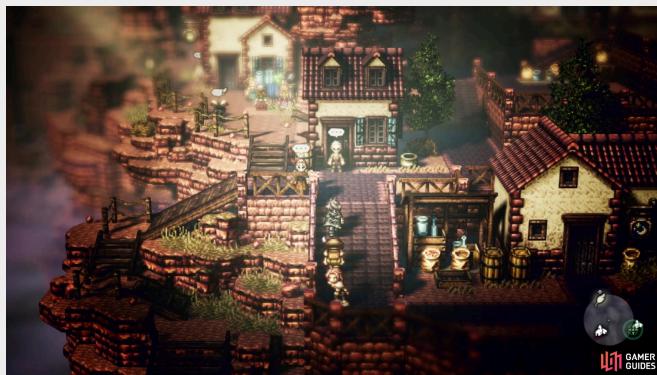
Therion, the Thief

Exploring Bolderfall

Bolderfall, as you already guessed, is home to Therion, the thief of the game. You won't really find much of anything for Purchase from its residents, including the Ravus Manor Gate area that is accessible from the southeastern exit. The house to the far north of Therion does have a single chest that can be opened (the other two are locked), which holds **1,000 Leaves**. There is also a Lower Bolderfall, which is gotten to from the southwestern exit. It is here that you'll find the tavern and equipment shop, although you might not need anything.

There is a man blocking entry into a house just southeast of the save point, who will "reward" you with a discount at the inn if you Scrutinize him. The other NPC nearby has a hidden item, which is inside of the blocked house. This item is a **Falcon Dagger**, a pretty nice weapon, so use H'aanit's Provoke to get the old man out of the way. The NPC by the main town entrance will give you an increased Stealing chance when Scrutinized. Lastly, the NPC by Therion will unlock new equipment in the shop (some very nice weapons, albeit a bit expensive right now).

Head on up to Ravus Manor Gate to find a bunch of NPCs for Path Action-ing, including some dogs. These dogs, when Scrutinized, will have three hidden items, which include an **Elusive Shield**, a **Dirty Ball of Cloth** and some **Weathered Boots**. The one guard by the gate can unveil a hidden item, but it's behind the big gate and you can't go in there right now. That's about all that Bolderfall has to offer right now, so it's time to carry on with Therion's story.



NPCs will sometimes block doorways to buildings (left); so you will need to Provoke/Challenge them to get inside (right)

Therion, the Thief

Therion is a thief, which is very obvious at this point, and his quest for thievery has brought him to Bolderfall, as tale of an impossible to steal item is present in this town. After a bit of reminiscing and tall tales from the barkeep, Therion makes his way to the Ravus Manor Gate. You'll start off in Lower Bolderfall, so you'll need to head up the stairs on the western side, then go to the southeastern stairs to reach the manor. However, now that you have control of Therion, you will be able to open those purple chests you've been seeing, with the first one being behind the inn (**Stinging Dagger**). The other one is located at Ravus Manor Gate, just north of the save point (**Iron Helm**).

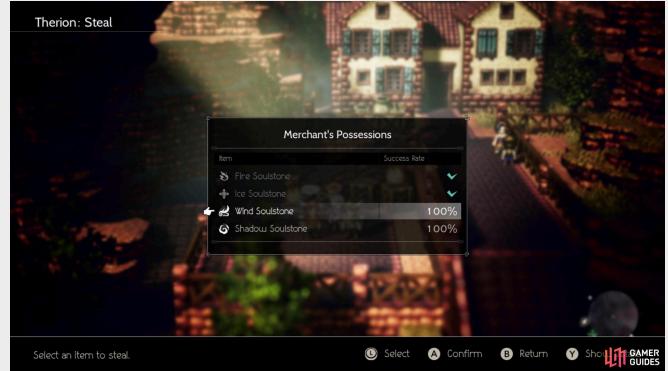
Approach the front gate a little close for a scene, which will prompt an idea for Therion on how to get inside the manor. Return to Bolderfall to overhear some merchants talking and you will then unlock Therion's Path Action, Steal. This is similar to Tressa's Purchase, but you can get the items for free, so you should try and steal everything you can. Whatever you don't want to keep, you can sell at a vendor to get money. There will be another scene as you approach the western side of town, leading to another flashback. Once you regain control, resume your pilfering spree in Bolderfall and even

back at the manor. When you're ready to continue the story, the merchant with the letter is located in Lower Bolderfall.



Note: While a lot of items will be the same across Purchase and Steal, you will sometimes find items that are completely different. However, Steal is considered a Rogue action, so you will find a lot of the more powerful items have a low chance in order to acquire them.

Upon stealing the **Letter of Introduction**, you'll return to the present, where Therion will join the rest of your group. If you have any better equipment, such as a Falcon Dagger, then equip it to Therion or buy some more from the vendor in Lower Bolderfall. Don't forget there is one NPC behind a door in Lower Bolderfall, who has a few items to steal. When you're finished, return to the manor. Therion will put on an act and finally get past the guards at the gate. Before diving through the window, you will find a guard on the left side of the manor, who is ripe for Path Actions, and if you got the hidden item from the one guard outside, then you can pick up a **War Spear** nearby. There is also a chest with a **Broadsword** to the left of that. There's nothing on the right, so hop through the window to arrive inside Ravus Manor.



Therion needs to be in your active party in order to open purple chests (left); Steal allows you to get a lot of items and equipment (right)

Ravus Manor

Ravus Manor is a bit different than the other Chapter 1 dungeons you've done so far. Upon entering, head all the way to the western side of the ground floor to find a chest near some bookshelves (**Inspiriting Plum**). Return all the way to the right side, where you entered, and climb the stairs. There will be a room up here, which contains a chest (**Healing Grape**). Double back downstairs and to the west, where you'll want to climb the central set of stairs. There's nothing in either of the rooms up on this side, so just travel west to the door, but don't go inside yet. Instead, you'll find another chest at the dead end to the left (**800 Leaves**).

Now, enter the doorway to arrive at the next area of Ravus Manor. Here, you'll want to journey all the way to the east and enter the small room on the right, where a purple chest will be waiting for you to empty its contents (**Wind Attire**). Back on the left side, climb the stairs and follow this hallway to the right, opting to forget the rooms here (nothing in them). Just pass the second room is a chest right around the corner (**Healing Grape**), then some stairs will be present south of there. These lead to a merchant and save point, but forget that and take the upper path to find a chest at the end (**Invigorating Nut**). There is one final chest hidden underneath the stairs just previously mentioned (**Bottle of Befuddling Dust**). When you're ready, continue past the save point and approach the item on the table to trigger a scene and the next boss.

BOSS - Heathcote

Heathcote is a fighting butler and if anime has taught anything, then he's bound to be pretty strong. He comes with a Ravus Guard in tow, who is a bit different than the ones you've been facing throughout the manor. This guard can use Violet Slash to randomly attack four times, but the more annoying skill it has is Steel Defenses, which increases the physical defense of one enemy for four turns. He is weak to swords, axes, wind and light; the guard should be taken out before he can cast the defense buff on Heathcote.

As far as the boss is concerned, he seems to stick to Attack, Slice (a stronger attack) and Double Spear for the first bit of the battle. The latter skill hits everyone twice for ok damage, but it isn't anything too crazy. At some point, Heathcote will "hop lightly," which means his evasion will increase for two turns. He will also have his "senses heightened," which triggers the dark aura you've seen on bosses. This will be followed by Stunning Strike, an attack that hits hard against the entire party, so you will want to break him before that happens.



Heathcote will dodge physical attacks when he hops from side to side (left); The boss can summon another guard into the battle (right)

Note that Heathcote can summon another Ravus Guard into battle, but this only seems to happen if he's low on health. Also, the guard only comes in with 50% HP, so it shouldn't take too long for you to get rid of it. However, it might be more prudent to get rid of Heathcote first before taking out the guard again, but it's entirely up to you. The boss is weak to **daggers, bows, fire, ice and lightning**, which makes Cyrus a great party member.

The boss should go down without too much trouble, after which, some scenes will play out. You will meet the lady of the house and she has a job for you, to retrieve the other three dragonstones. The first one you're looking for, the Ruby Dragonstone, will lead you to Noblecourt, where a scholar is researching it. Exit the city to the north to finish up Therion's first chapter.

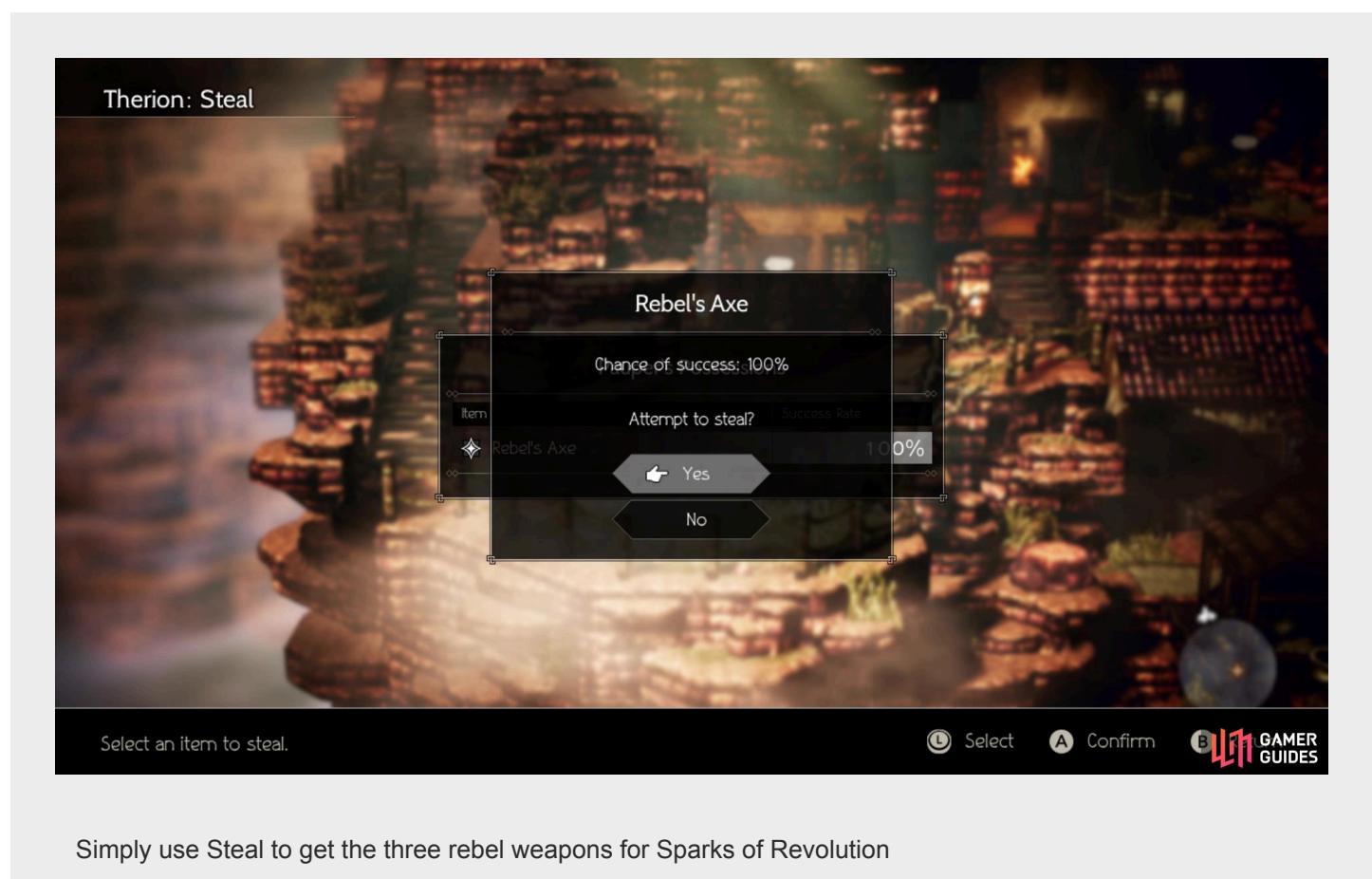
Thieving Skills to the Max

Of course, let's take this opportunity to go right back into Bolderfall, as it will now be populated with new NPCs, some of whom have Side Stories for you. Head back inside Bolderfall and look for the Side Stories, of which there are four in total. Two of them are in the town of Bolderfall, with another in Lower Bolderfall and the last one at the Ravus Manor Gate.

- [Daughter of the Dark God \(I\)](#)
- [Kaia, Mother of Dragons \(I\)](#)
- [Sparks of Revolution](#)
- [The Bandits' Code](#)

You can do the Sparks of Revolution side story right now, so start by heading down into Lower Bolderfall. There are three NPCs down here who have weapons on them that you can either Purchase or Steal. Since the latter doesn't cost any hard-earned money, it's best to go with that route. In particular, you're looking for the **Rebel's Axe**, **Revolutionary Sword**, and the **Spear of Justice**. Bring all three back and hand them over to the Stern Guardsman to finish the side story.

Objective	Reward
Handed over the rebels' weapons	2,000 Leaves



Simply use Steal to get the three rebel weapons for Sparks of Revolution



Tip Therion should be a character you might always want in your party at all times, simply because using Steal (the Path Action) is absolutely fantastic in procuring new pieces of equipment from NPCs. His chance to Steal will increase as you level him up.

Ophilia, the Cleric

To Clearbrook

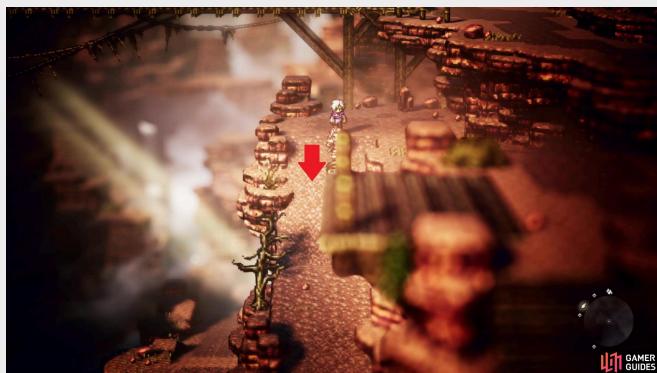
You're left with another choice as to who to recruit next. You can fast travel back to Flamesgrace to start Ophilia's first chapter, which you will be doing shortly. Before that, though, it's time to take a quick detour to get another town on your fast travel list, plus you will be finishing up a side story along the way. Exit Bolderfall and return to the bridge with the save point next to it. Cross the bridge and venture south, stopping right when the path starts veering off to the east. There is a chest on the ledge above you, with the path leading to it hidden off to your left (**1,000 Leaves**).

Double back to ground level and go east, then south, past the bridge and to another chest (**Olive of Life**). Cross the bridge and you will reach South Bolderfall Pass.

South Bolderfall Pass

A save point will be not far to your south, along with a bridge and two other paths. There's a chest next to the bridge, on the western side, so open it for a **Herb of Awakening**. Reading the signpost will tell you that Quarrycrest is to the west, which is part of Cyrus' and Tressa's Chapter 2 story, but you won't be going there yet. Carry on over the bridge and go north for a chest (**Wind Soulstone**), then travel south from the bridge for another chest that's on a wooden walkway (**Inspiriting Plum M**). If you manage to head all the way down to the bottom of the ravine, then you will find the entrance to Carrion Caves, a Danger Level 20 area, so enter and leave to put it on the map.

All the way back on the western side of the bridge, run south and when the path veers off to the east, open the chest to your south for a **Healing Grape**. The trail will eventually lead you to West Clearbrook Traverse.



Head down the path shown (left); and you will eventually find the entrance to Carrion Cave (right)

West Clearbrook Traverse

It's time for a little change in scenery, so head south of the bridge before you to spy a NPC and a chest. The chest contains **Odds and Ends** and the NPC is going to be key in helping to finish [Kaia, Mother of Dragons (I)]. She doesn't have anything worthwhile on her, but Scrutinize her for a hidden item to appear in the area. Cross the bridge and you'll happen upon a save point, with Clearbrook off to your east. Before you enter the town, though, cross the bridge to the south and open the chest (**Olive of Life**), then you'll find the hidden item off to your left (**Giant Egg**). Double back to the save point and run east to arrive in Clearbrook.

This town is now on your map and you can fast travel to it anytime you want, but look on the far eastern side of the place for a purple chest (**Dubious Gold Ore**). With the Giant Egg in your possession, fast travel back to Bolderfall and hand it in

to the questgiver to finish up that side story.

Objective	Reward
Found the giant egg for the girl	1,500 Leaves, Light Nut

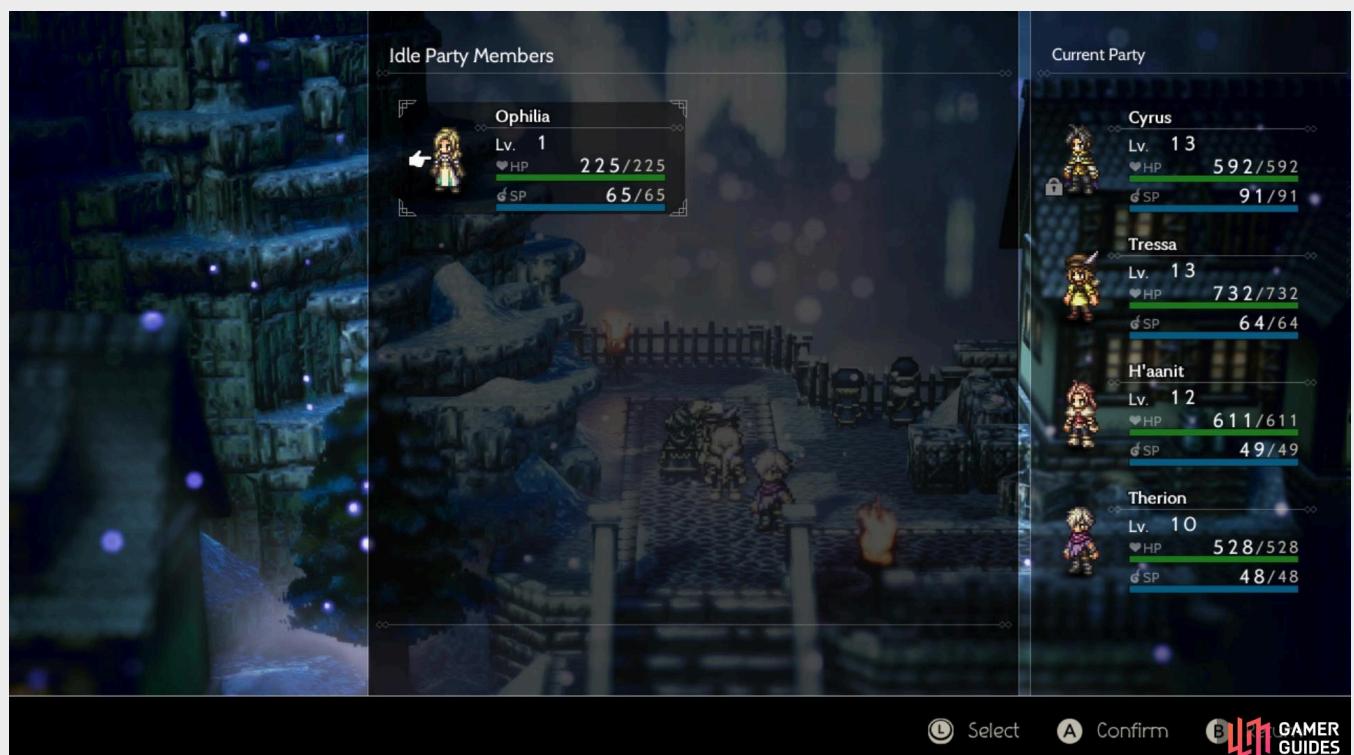
Ophilia, the Cleric

With all of that out of the way, fast travel back to Flamesgrace and let's begin looting the place. You won't find much for Purchase or Stealing, besides one NPC, who is inside of a building. You will need to Provoke the woman blocking the door out front in order to gain access to the inside (**Silver Sword**, **Headgear**, and **Iron Vest**). Scrutinizing the NPCs in the town will net you three hidden items, an **Injurious Seed**, **Inspiriting Plum (M)**, and **Shadow Soulstone**. In the bottom area, you will be able to access the Cathedral area, where you can get a **Circlet** from the one NPC. This piece of headgear is nice because it increases your max SP.

You can also head inside of the Cathedral for a few more NPCs, with the lady at the altar unlocking new weapons for sale. There are also two chests inside of the cathedral, with one being at the front of the place on the right side (**Healing Grape**) and the other is located behind the left side of the fence in front of the altar (**Herb of Valor**). That's about all you can do in Flamesgrace right now, so find Ophilia near the top of the main area and speak with her to start her first chapter.



Note: At this point, this will be your fifth party member, so you will want to have someone sit out. Who you pick is up to you, but bring Ophilia along to level her up, as she is a pretty good healer and you don't have one of those yet.



You can only have four active members in your party at a time, so you'll have to bench someone

Ophilia's story starts out with her speaking with a woman named Lianna, her adopted sister. You will regain control

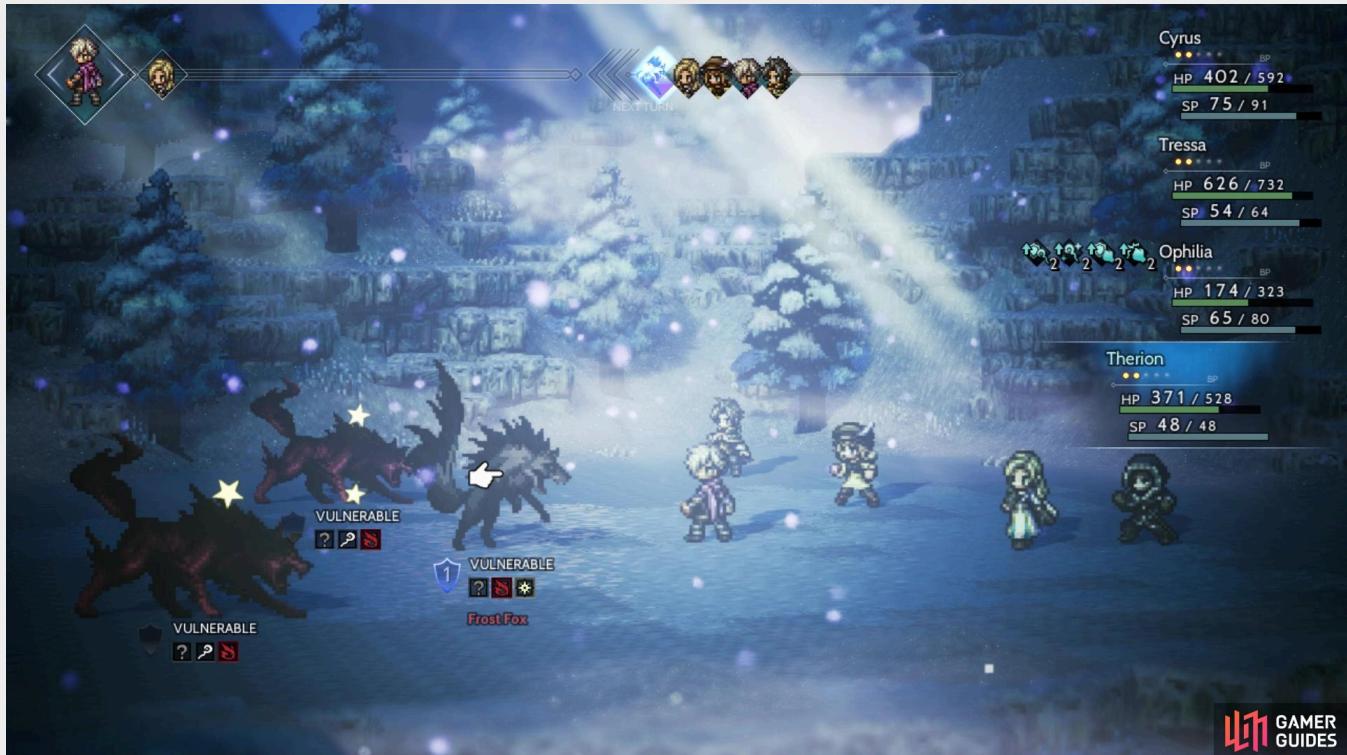
temporarily outside of the room and as you approach the main hall of the cathedral, another scene will take over. You will learn of the creation story of Orsterra, and also introduced to Archbishop Josef. As Ophilia is left to prepare for the next service, a lone child wanders into the cathedral, looking for his mother. It is here that you're introduced to Ophilia's Path Action, Guide, which allows to do just that, guide people as they follow her wherever she goes.

The quirk with Guide is that you will need to be certain levels to have specific people follow you. You can only Guide a single person at a time and upon trying to get another NPC, you will have the option to replace your current one. For now, use your Path Action on the boy and step out of the cathedral, where you will find the boy's mother not far to the south. Once this scene is over, some more will happen and you will finally be in control again, with your objective being to head to the hill overlooking the cathedral. Remember where you first talked to Ophilia to start her chapter? Well, head there to view a quick cut to the hill, where more scenes will play out. When that's finished, Ophilia will join your real party and you can set out for the Cave of Origin.

The Cave of Origin

Path to the Cave of Origin

Before setting off, make sure that Ophilia is properly equipped and save your game, then exit Flamesgrace to the southeast to arrive on the path to the Cave of Origin. It's also a good idea to use Guide on someone with a preferred skill, such as the one person that is three stars in strength in the same area as the exit. When you transition, you should find a chest not too far from where you entered, on a dead end to the south (**Healing Grape**). Continue west and then north, opening the next chest you find along the way (**600 Leaves**). The path will keep going up, until you see some stairs leading south. Ignore those and keep climbing up to find absolutely nothing...that was a waste.



Due to the cold weather, it's natural that enemies in the region have a weakness to fire

Return to the stairs and you will see a save point, as well as two NPCs guarding the entrance to the Cave of Origin. Open the nearby chest for a **Herb of Clarity**, then approach the entrance to be warned by one of the guards. When you're ready, enter the Cave of Origin.



Note: Ophilia's Summon talent allows her to utilize the NPCs that are following her due to Guide. They have charges, similar to the animals H'aanit captures, and stay out a few turns before retreating.

Cave of Origin

The path before you, at the beginning, is fairly linear, but you should be able to spot a chest above you and if you really pay attention, there is another chest towards the bottom of the screen. You can reach the bottom one right now as you continue east, which contains a **Healing Grape**. As you progress to the east more, there will be another short path at the bottom, which leads to another chest (**Inspiriting Plum**). Not much further to the north is another chest, in a slightly lower

area. Approach from the south, as the ramp leading down to it is obscured from your view, and open the chest (**Shadow Soulstone**).

Climb the stairs and after the second set, hug the wall to the right to find a secret passage. This will bring you to a chest to the north of you, which contains a **Silver Hairpiece**. As you journey west, a small scene will play out, then you will regain control. Not long after that, you can venture south to open the one chest you saw near the beginning of the dungeon (**Refreshing Jam**). You are approaching the end of the dungeon, as you will spot a save point and the usual merchant. Note that you will want to level up Ophilia a bit before you progress further, as this will make things a bit easier, especially if this is your fourth or fifth character. Step to the north to face off against another boss.

BOSS - Guardian of the First Flame

The Guardian of the First Flame isn't too bad of a boss, but being complacent will end up killing you in the long run. With Ophilia on your team, you have proper healing and if you remembered to Guide someone, you can use Summon in battle to bring that NPC to help out. Thankfully, this one of the few bosses that doesn't have an increase in shields should it be powered up (if you take it much later with more party members). Its basic Attack isn't too bad, while Sweep will hit everyone for decent damage.

The boss has a single-target fire attack called Pyre, which doesn't seem to do too much. Whenever you see the boss increase its power and gain the familiar dark aura, you can expect Flame of the Heavens to be used next, which seems to only hit for about the same amount as Sweep, or even a little lower (it's a fairly weak fire-elemental attack). The Guardian is weak to **swords, daggers, staves, ice and wind**. At around 50% HP or so, the Guardian will summon Dark Wisps into the battle via The Trial Begins.



The Guardian's most powerful move is Sweep (left); The Dark Wisps should be killed as soon as possible (right)

You will want to make sure you defeat these quickly, as they can blow up similar to the Bombs in Final Fantasy, with Self-Immolation. The amount of Dark Wisps summoned depends on the Danger Level, which is directly tied to the number of party members, so if you are following this guide, then you should have three Dark Wisps. They are weak to bows, staves, fire and light, so break them quickly and then destroy them before they have a chance to do anything drastic. As a boss itself, the Guardian is fairly easy, but the Dark Wisps throw a twist to the battle. Once they're gone, though, the Guardian should be fairly easy work.

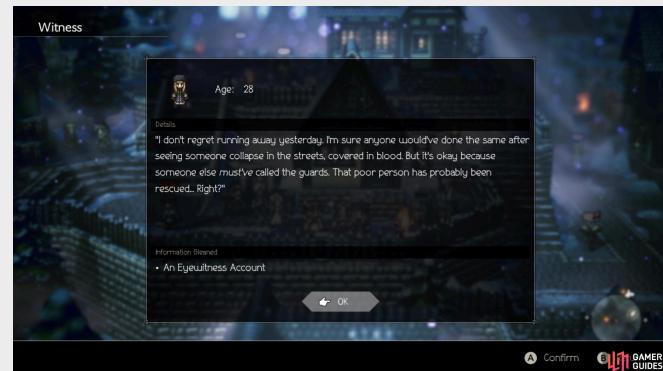
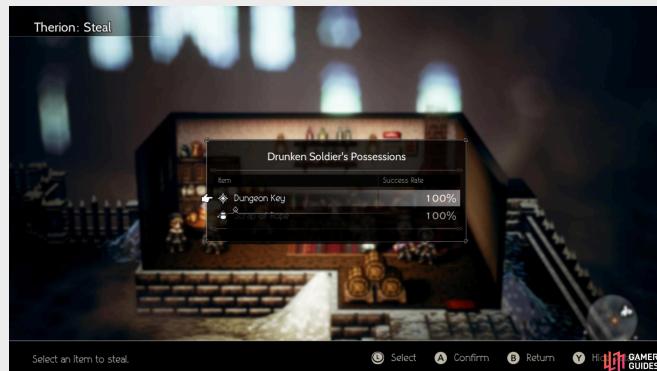
With the Guardian finished, you will gain the right to go on the journey for the Kindling and some more scenes will play out. When they're all done, you will be back in Flamesgrace and Ophilia's first chapter will be complete (no need to leave the town).

Exploring Flamesgrace

The first place you should go is the cathedral, where you'll meet the boy from earlier and his mother just west of the main entrance. Scrutinize them both to get two hidden items on your map, both in the side rooms to either side. One item will be a **Fortifying Nut**, while the other is a **Copper-filled Pouch**, which can be sold to any vendor for a nice 3,000 Leaves. You can also Scrutinize the NPC sitting in the front to get a piece of information titled Rumors of a Knight Ardente.

Outside of the cathedral, there is a man in a jail cell inside of the building to the left. Speak with him to start the side story, **The Innocent Inmate**, which has two different solutions to it. You can Scrutinize the Witness, who is in front of the weapon shop, for information (**An Eyewitness Account**), for one solution. The other is to go enter the tavern and use Steal to grab the Dungeon Key off of the Drunken Soldier at the bar. There is really no difference between the two, as the outcome is the same, so do whichever option you want.

Objective	Reward
Cleared up the Accused Man's name	1,500 Leaves, Tough Nut



You can purchase a key from the one guard to free the prisoner (left); but you can also get an eyewitness account to free him (right)

The second side story in Flamesgrace occurs in the city, near to the equipment shop and is called **Sir Miles, Servant of the Flame (I)**. Miles, the client, was recently appointed to the Knights Ardante and he mentions his father was one, too. However, his father was stripped of title for fleeing from battle. He wants to know more about this, so if you remember, there was a piece of information you gleaned from someone inside of the cathedral, titled Rumors of a Knight Ardente. With this piece of information, speak with Miles again to finish the side story.

Objective	Reward
Found a companion of Miles' father to help shed some light	1,500 Leaves, Nourishing Nut

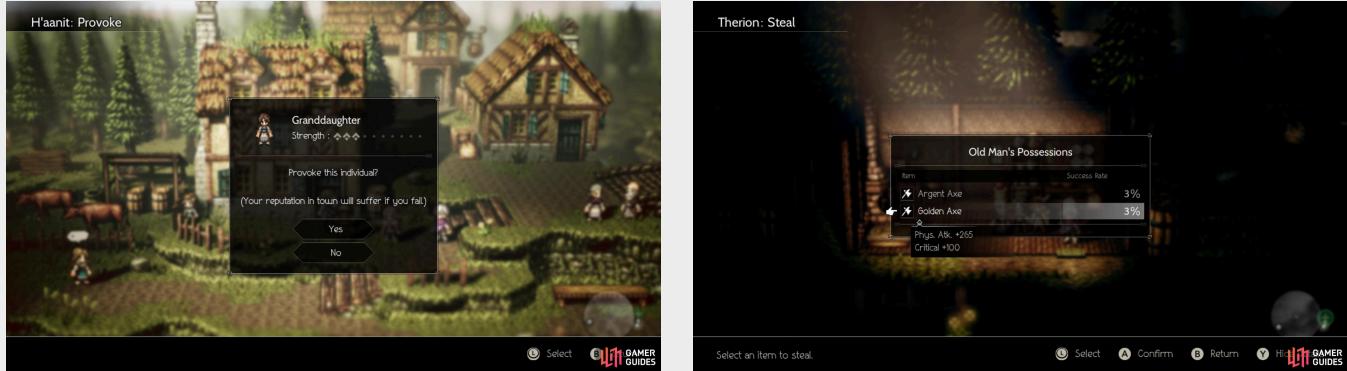
The final side story in Flamesgrace is found inside of the tavern, from the Diligent Student. **The Slumbering Giant** involves the student researching the location of the jotunn, who should reside somewhere in this land. Luckily for you, there is someone nearby that has information on this so-called jotunn. At the base of the hill that showed a view of the cathedral, which you climbed during Ophilia's first chapter, is a Muttering Codger NPC. Scrutinize him to glean a piece of information, which pins the location of the jotunn in Hoarfrost Grotto. This dungeon is located in Western Flamesgrace Wilds, but it has a Danger Level of 25, so you will need to finish this side story later.

That brings us to the next party member, of which there are three left. You should have already visited Clearbrook, which makes doing Alfyn's a lot simpler because of fast travel. Olberic is located south of Rippletide, while Primrose is to the west of Olberic. For now, let's just fast travel to Clearbrook and do Alfyn's first chapter next.

Alfyn, the Apothecary

There isn't much to do here in Clearbrook, except for some very powerful weapons that can be stolen. There is a slight problem, though, as both of these weapons are only a 3% steal, which means that getting them will prove to be extremely troublesome. If you don't want to save your game and retry endless (reloading when you run out of chances), then you can just hope you get lucky. So, near the western exit of the town is a granddaughter blocking the door to her house. Provoke her with H'aanit (three strength fight, but weak to swords, so Linde works fine) to knock her unconscious, then make sure Therion is in your party. Save your game (completely optional) and inside is an old man.

He has two axes for stealing (cannot purchase), an Argent Axe and a Golden Axe. Both are superb weapons, but the latter is stronger. Whether you get it or not, when you're ready to proceed with Alfyn's first chapter, speak to him by the equipment shop. Alfyn is an apothecary, meaning he deals with medicines. After taking care of a patient, he visits his mother's grave and is greeted by his best friend, Zeph, who is also an apothecary. While enjoying a little talk, bad news comes in, as Zeph's little sister has been bitten by something poisonous. To find out what bit her, Alfyn asks around the village.



Duel the granddaughter in front of the one house (left); and you can find some pretty powerful axes on the old man inside (right)

This is where his Path Action comes into play, Inquire, which is similar to Cyrus' Scrutinize. Unlike Scrutinize, though, there isn't any chance of Inquire failing, although you will run into a level limit, similar to other Noble actions. There isn't many people around town to Inquire, although you can get a discount at the inn from the woman by the western exit and a hidden item or two. The woman in front of Zeph's house is the one you need to Inquire to continue the story, which is shown with the green speech bubble.

Thanks to Lily, who is Nina's friend, you find out that she was bitten by a blotted viper. Before an antidote can be concocted, the original venom is needed and there happens to be a nest of vipers in the Cave of Rhiyo. That'll bring us back to the present, where you will need to journey into the cave and bring back a sample of the venom. Alfyn will join your party, so make sure you equip him with some stuff before heading out the eastern exit to the Path of Rhiyo.



Tip: You might want to open the chest (**Iron Axe**) inside of Zeph's house while you're in the middle of Alfyn's tale, as he will block the door and he is a challenging fight when using Provoke at this point in the game.



Tip: Before setting off, you will want to go ahead and purchase a bunch of Herbs of Healing from the Provisioner, because of the upcoming boss battle. You might also want to buy some Soothing Dusts, Essence of grapes and Noxroots.

The Cave of Rhiyo

Path to Rhiyo

Where you begin, there will be a trail slightly hidden to your immediate east, with a chest at the end (**Healing Grape**). Continue east and when you finally cross a bridge, look to your east to spot another chest (**Soothing Dust**). With this in hand, it's time to talk about Alfyn's talent, Concoct. In battle, he is able to make potions and other mixes to aid his allies or harm his foes. There's quite a big list of effects, with the first item you pick determining whether the concoction hits a single target or all targets (friend or foe). Feel free to experiment with it a little bit, but know that some ingredients might be hard to come by at this point in the game. Head north now and at the save point, there will be another chest off to your left (**Essence of Plum**). Grab the item, then venture east to find the Cave of Rhiyo.



The Cave of Rhiyo

Upon entering the cave, go straight north to find a chest off to the left, which contains a **Ruinous Seed**. This is a component for Alfyn's Concoct talent and is essentially a more potent version of the Injurious Seed. Climb the first set of stairs to the east and then move along the bottom here to find another chest (**500 Leaves**). As you ascend the next set of stairs, you should see a chest on the ledge to your west, so hug the wall above the flame to access it (**Injurious Seed**). Above the bridge is another path leading to yet one more chest, containing a **Soothing Dust**.

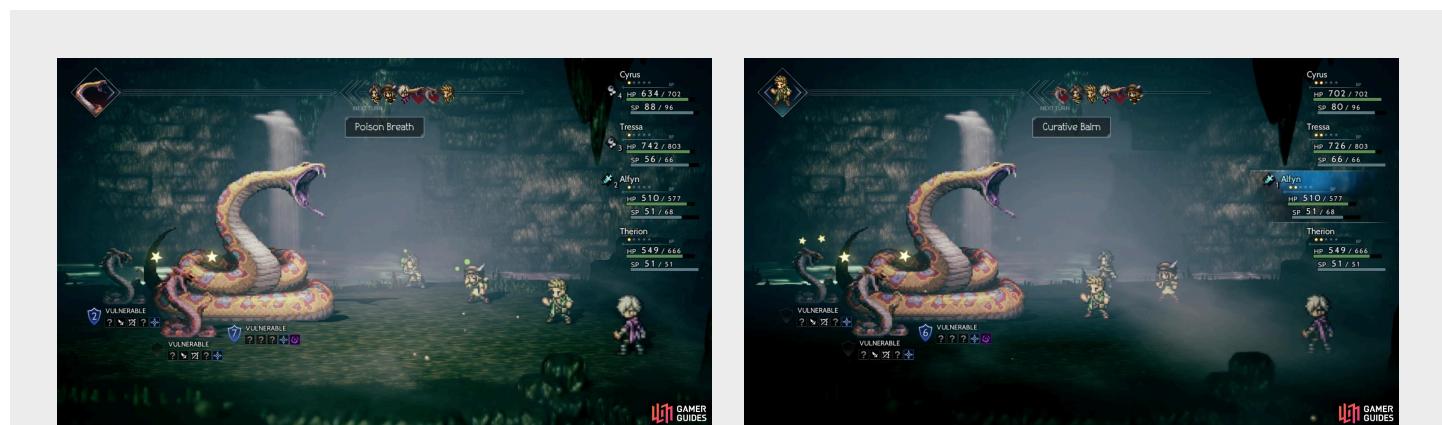
Cross the bridge now, then venture south to the bottom and open the chest in plain view for an **Inspiriting Plum**. As you continue east, hug the bottom of the screen and you will run into another chest in the bottom right (**Invigorating Nut**). Lastly, head north and a path will veer off to the east, leading to one more chest that's partially hidden (**Bronze Vest**). The usual save point and merchant will be just up ahead and to the left of the save point is one final chest (**Purifying Dust**). Walk into the flowers to witness a scene and fight your next boss.

BOSS - Blotted Viper

If you have a few friends with you, then the Blotted Viper will have some friends of his own, Mottled Asps. These things aren't too bad, as they only have a basic attack, but they can also use Venomous Fang, an attack that is weak and has a chance to poison a single target. You will want to get rid of them as soon as possible, since you don't want to keep worrying about curing poison. They are weak to swords, daggers, bows, staves and ice, so quickly break them and get rid of them.

As for the big baddie, it has its normal attack, as well as Sweep, which hits everyone. One of the more annoying moves is Poison Breath, which can poison your entire party. Luckily, you can offset this with Alfyn's Concoct; use a Soothing Dust and Noxroot to cure the entire party of the poison. Constrict will do a little bit of damage, but it might also cause Unconscious, which basically means that character will be unable to act. When you see the viper "ready to strike," it will emit the familiar dark aura.

Unlike other bosses, who will be queueing up a big attack, the Blotted Viper will gain three attacks on its next turn, so you will definitely want to break it before that happens. One final attack that the boss has is called Big Bite, which is four fairly damaging random hits, with each one having a chance to poison. This seems to be reserved for the final turn after it has the dark aura. The biggest thing about this fight is managing the poison, so having Soothing Seeds/Dusts and Noxroots on hand will make things a lot easier. Break the boss before it has a chance to get three turns and this fight will go pretty smoothly. The boss is weak to **daggers, axes, staves, ice and dark**.



The Blotted Viper can poison your entire party with Poison Breath (left); Alfyn can easily cure the poison of a single character or the entire party with Concoct (right)

With the snake out of commission, Alfyn will procure the venom and return to the village. He hands it over to Zeph to do the work, then figures it's time to rest at his home. You'll need to head on over there yourself and upon doing so, you will trigger some more scenes and the end of Alfyn's first chapter.

Exploring Clearbrook

Thankfully, you don't need to exit the town to have it populated with more NPCs. It's better to keep Alfyn in your party for now, since Inquire will always work. Start off by using Inquire on the NPC standing next to the General Store, which will put a hidden item on the map (**Resistant Nut**). Next, head to the tavern, where one of the people there will put more items in the store. What it actually does is put a new body armor for sale, called Elemental Light Armor, which is quite nice but also pretty expensive.

The granddaughter guarding the door to the old man with the Golden Axe can also be Inquired, but Alfyn needs to be level 10. This will put a hidden item on the map on the eastern side of the village, which is a **Silver Axe**, although you can purchase better at the shop. There are two Side Stories in Clearbrook, both of which can actually be completed right now. The first, [For Want of Fish](#), can be started near the river on the western side of town.

An angler is lamenting the fact that he can't get any fish. Head to the tavern and speak with both of the patrons sitting there, who mention the prawns and how the plunder seem to love them. If you check the items the one on the left has, you see some **Saucy Prawns**. Either Purchase/Steal them and bring them back to the fisherman by the river to finish this side story.

Objective	Reward
Helped the angler fill his net	1,500 Leaves, Mighty Belt

The other side story, [Meryl, Lost then Found \(I\)](#), can be started by speaking with the lady NPC at the graveyard. She managed to find a bottle that mentioned that she is adopted, but she is having trouble bringing this up to her parents. Meryl's father can be found right outside of the tavern and if you use Inquire/Scrutinize, you can glean the information about Meryl's Past. Bring this information back to Meryl to finish the side story.



Meryl's adoptive father is in front of the tavern

Objective	Reward
Revealed the truth about Meryl's past	1,500 Leaves, Resistant Nut

That's about the extent of everything there is to do at Clearbrook, so it's time to move onto the last two remaining party members. Olberic is probably closer than Primrose, but it doesn't really matter which one you choose right now. For the intent of a walkthrough, though, Primrose will be chosen next.

Onward to Sunshade

You have two ways to reach Sunshade, Primrose's starting city. You can either venture out from Clearbrook, or start from Rippletide. If you do the latter, you can stop by Cobbleston and have it for fast travel later on, whenever you do recruit Olberic. So, start off by fast travelling back to Rippletide for now. Note that you have the means to finish the remaining side story here, but let's save that for later. Finish any business in the town, then take the eastern exit to East Rippletide Coast.

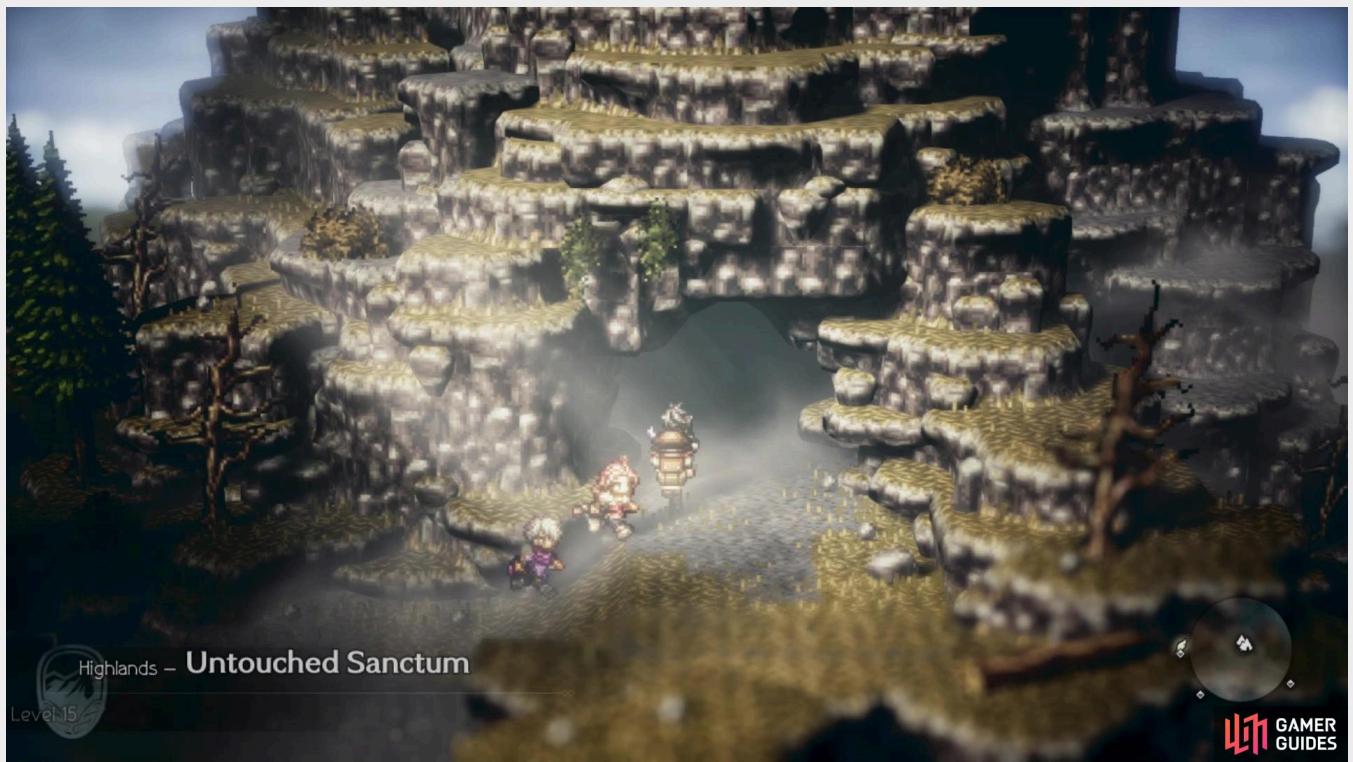
East Rippletide Coast

Unlike the last time you were here, you will be fully exploring it. Head south at the split and you will arrive at another fork in the road. Descend the stairs first to find a chest at the dead end (**Magic Nut**), then explore the path to the east of the bridge for another chest (**Inspiriting Plum**). Cross the bridge going south and follow the trail until you spot a hill to your west, which leads to another chest (**Wind Soulstone**). Run the rest of the way south to reach North Cobbleston Gap.

North Cobbleston Gap

As soon as you cross the bridge, there will be a chest slightly hidden behind a bush, which contains a **Light Soulstone**. Continue south, opening the chest along the way (**1,200 Leaves**) and you will come to a split in the road. West leads to Stonegard, a higher-level area, while north will eventually bring you to Cobbleston. Start going north and immediately look northeast to see a chest, which you can reach by hugging the eastern wall as soon as you started going north (**Inspiriting Plum**). There is also a cave nearby, called Untouched Sanctum, which has a Danger Level of 15. It might be possible to explore it right now, but let's save it for later.

Continue north now and follow the trail as it heads west, stopping when you can find a small path to the south, which leads to a chest (**Healing Grape**). Don't return just yet, though, as there is a hidden path in the same area that leads down to a purple chest (need Therion), containing a **Magic Nut**. There will be a save point right before the exit to South Cobbleston Gap.



Remember the location of this dungeon, as you will need it later for a Side Story

South Cobbleston Gap

Shortly before the path veers off to the east, there is a hidden alcove to the west that has a chest (**Olive of Life**). Keep going along the trail and open the chest that you see in plain sight (**Healing Grape**). To the west of that chest is a doorway in the mountain, which will lead you to another chest (**1,000 Leaves**). Return to the main path and go west, staying on the northern bit, until you eventually reach a dead end with a chest (**Herb of Clamor**). Head all the way north, up all the stairs, to a save point and the entrance to Cobbleston.

Exploring Cobbleston

You can explore Cobbleston a little bit now, just to see what the townspeople have on them. You won't find much when using Purchase/Steal, but Inquire/Scrutinize will turn up a few things. The Village Headman blocking the door in the southern portion will unveil a hidden item, inside of the house he's blocking. Provoke him to get him out of the way, then head inside to find a **War Lance**, as well as a chest with a **Healing Grape**. The villager by the northeastern exit requires Alfyn to be level 12, but he also reveals a hidden item near the shop (**Purifying Seed**). If you think you're up to the challenge, the other door that's blocked (strength of 4) has a chest inside with a **Captain's Sword** in it.

Exit the town for now and head all the way to the southern end of South Cobbleston Gap. There will be a chest in the southeastern corner, which contains an **Herb of Awakening**, plus the exit will be to the southwest.

Eastern Sunshade Sands

This area is a little more open-ended in terms of the layout than others, but there isn't too much to explore just yet. As soon as you enter, there will be a save point to your south, as well as a chest to your west, close to some rocks and a signpost (**Healing Grape**). If you take a quick venture south of that chest, you will find the exit to Northern Wellspring Sands, which has a Danger Level of 31, so avoid that for now. To the west of that is the exit to Southern Sunshade Sands, but that's not where you're going for now, at least.



Unless you have a deathwish, avoid going into the Wellspring Sands for right now

Return to the first chest you got and head straight north to the edge of the map, where you'll spot another chest near another rock formation (**Olive of Life**). West of that chest is an entrance to some cave, named Whistling Cavern, which has a Danger Level of 20. The enemies inside shouldn't be too bad, but saving it for later is recommended. Just to the left of the Whistling Cavern is a chest, so open it for a **Thunder Soulstone**. Head back down south again and enter Southern Sunshade Sands.

Southern Sunshade Sands

In this new area, hug the wall to the south as you move west, where you'll run into a chest that contains an **Herb of Clarity**. West of that is the exit to South Clearbrook Traverse, so forget about that and head to the northwestern corner of this area to find another chest (**Inspiring Plum**). Double back to where you entered this area and hug the eastern edge as you move north, where you'll find a chest with an **Old Coin** not too far above the jugs. North of there will be the town of Sunshade.

Primrose, the Dancer

Exploring Sunshade

A desert town, complete with a large tavern that houses a stage where dancers entertain the patrons, Sunshade is not an unusual place. To the right of the entrance is a large building where the dancers stay, with a guard out front. He has a Falcon Dagger for Purchase/Steal, which is nice, but you may already have one in your inventory at this point. The guard, when Scrutinized/Inquired, will unlock a hidden item in the northwestern corner of town, which is a **Silver-filled Pouch** that sells for a whopping 8,000 Leaves. The lady guarding the door nearby will put some new weapons for sale for Scrutinizing/Inquiring her. Should you Provoke her and defeat the lady, you will be able to enter the building and find a chest (**Traditional Dancer Garb**).

Up the stairs and to the left of the inn is Primrose herself, but there's not much else located outside of the tavern, which is at the north end of the town. There are a lot of people in here, two of whom will reveal hidden items, one being a **Nourishing Nut** and the other an **Arcane Glaive**. You can also unlock the inn's discount in here, as well as another piece of information that will make Alluring easier, which is Primrose's action. Up the stairs on the left side of the tavern is a chest containing a **Healing Grape**. That's about the extent of what you can do here in Sunshade, so head on over to Primrose and start her first chapter.

Primrose, the Dancer

Primrose's story opens up with a flashback to the time that her father was murdered. The game then cuts back to Sunshade, where Primrose and a couple of other girls are getting ready for a show, although some of the girls aren't too fond of Primrose's popularity. We also meet Master Helgenish, who is not exactly the best person. You'll gain control of Primrose here, but you can't do anything, so just head to the tavern. There is a curtain to the left of the main stage, so go that way. After the show is over, you'll need to return to the dormitory.



Allure is Primrose's Path Action and is the same as Ophilia's Guide (left); although you get a percentage chance to succeed or not (right)

Some more scenes will play, then you'll finally gain access to Primrose's Path Action, Allure. This action is pretty much the same as Ophilia's Guide, but instead of it always succeeding, you have to worry about percentages. After a short display of Primrose's acting talents, you will need to use Allure on the gentleman with the green speech bubble. He will follow you on success (it's 100%), so bring him to the tavern. Another scene will play and thanks to Yusufa, you will be back outside. When you reach the southwestern corner, near where you first saw Primrose, the game will take over and Primrose will join your actual party. This means it's time to finally go after the culprit.

Sunshade Catacombs

The exit in the southwest of town is now unblocked, allowing you access to the Sunshade Catacombs, your next dungeon. Make sure you outfit Primrose with updated equipment before you set off for the dungeon, as that could make things a little difficult in the beginning. When you're ready, go ahead and enter the catacombs to get started.

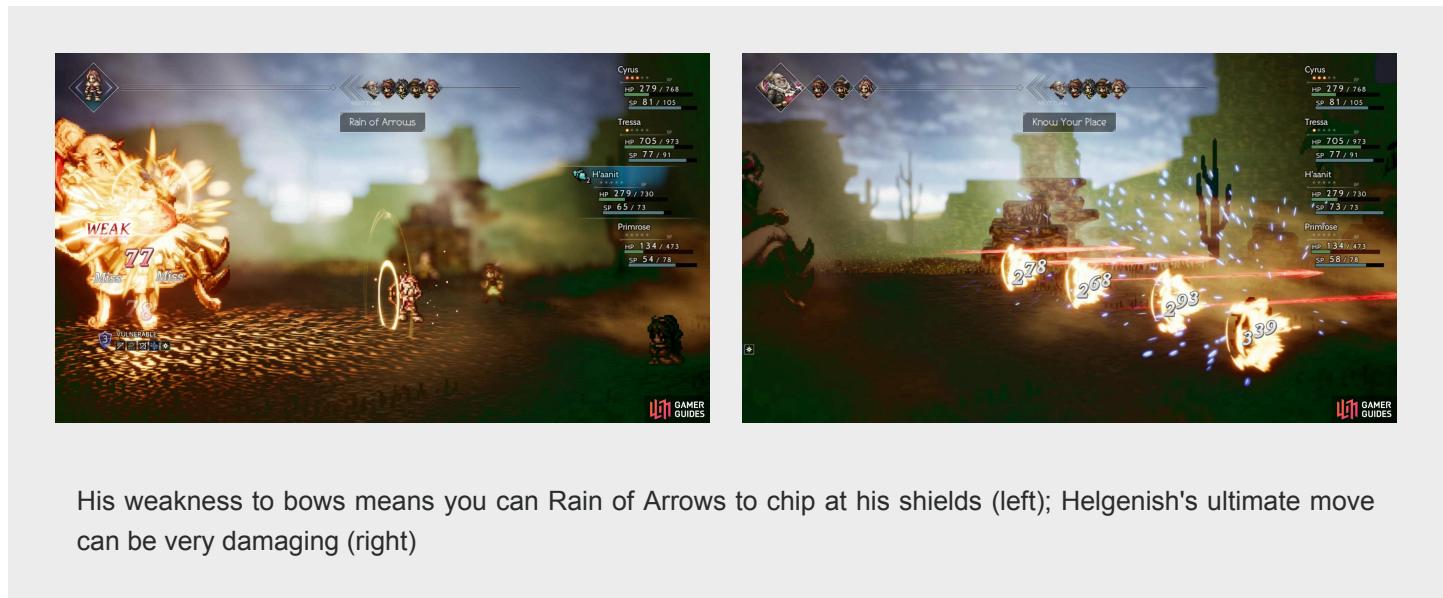
Exploring Sunshade Catacombs

As with the majority of the dungeons you've explored thus far, you won't really find anything different with the catacombs, although there are a lot of stairs here. From where you enter, head down the stairs and you will find a save point. There's nothing to the right, but you should see a chest on the ledge below you. You can reach this chest by heading west and using the stairs going down, so open it for a **Healing Grape**. Return to the top of the stairs and go up one more level, venturing west until you find two more sets of stairs.

Up will lead you to another chest (**Shadow Soulstone**), while down will progress deeper into the dungeon. There will be another chest to the right of the bottom set of stairs, which contains an **Inspiriting Plum**. To the left will be the familiar merchant, as well as a save point, with some stairs leading to the left. This will bring you to the boss, but there is one more set of stairs leading down here. Take them and follow the path, through a secret tunnel, to one final chest (**Empowering Earring**). You're already done exploring this place, so head on over to the save point and try to grind Primrose's levels up to around 7-8 at least. When you're ready, take the stairs to the left of the save point to encounter the boss.

BOSS - Helgenish

Helgenish can be a bit of a pain, but he shouldn't be too rough as a boss. He will come with some lackeys, who can only do a normal attack. They are weak to swords, axes, wind, and darkness. In fact, they should go down fairly quickly and shouldn't last more than a round or two, which leaves Helgenish on his own. His normal attack isn't that much stronger than his lackey's, but he has some others in his arsenal that can be a nuisance. Oppressive Shadow deals dark damage to everyone, plus it has a chance of lowering physical attack power.



His weakness to bows means you can Rain of Arrows to chip at his shields (left); Helgenish's ultimate move can be very damaging (right)

Outside of that, he'll get angry and gain the familiar dark aura, then follow that up with Know Your Place!, which does a lot of physical damage to the entire party. Of course, you will want to break him before he has a chance to pull it off, which essentially makes Helgenish a relative pushover in terms of battle strength. Helgenish is weak to **spears, daggers, bows, ice and light**.

Sunshade Sidequesting

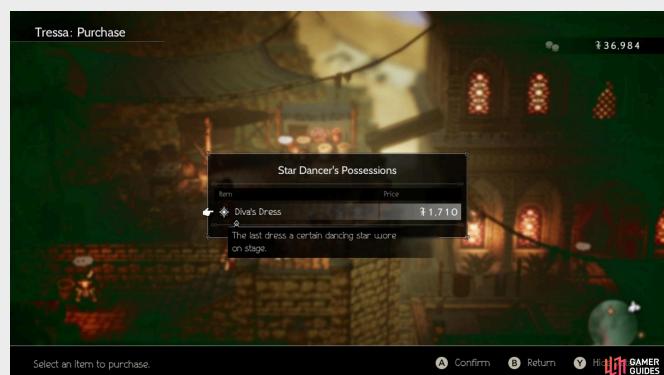
With that battle over, Primrose will put an end to Helgenish and grab a map from his body, pointing her to Stillsnow. That'll put an end to her first chapter, so return to Sunshade to find the usual new NPCs, as well as some new Side Stories. Unfortunately, you won't find too much new stuff from these NPCs, as they don't have much in the way of worthwhile items to Purchase/Steal, plus none of the NPCs yield anything (non-related to Side Stories, of course) when Scrutinized/Inquired.

In the northwest corner of the town, you will find a man harassing a woman, so interact with them to begin [Ria, Born to Roam \(I\)](#). All you have to do to finish this sidequest is Provoke the Ne'er-do-well, who has a strength of four. At this point in the game, H'aanit should be fairly strong with a level in the teens and some good equipment. The foe has three shield points and will like to use Sleepweed. Whenever your HP dips below 500, you will want to use a healing item. He is weak to swords, so use Linde to break him, then use a stronger summon to do more damage. After finishing off the enemy, you will be finished with this Side Story.

Objective	Reward
Rescued Ria from her accoster	1,500 Leaves, Magic Nut

The second Side Story you can finish begins in the dancers' quarters to the right of the main entrance. [Her Time to Shine](#) has you helping a dancer fulfill her final dance, and it actually has two different ways of finishing it. The first method will require either Tressa or Therion. In the northwest corner, near where the last Side Story began, is a Star Dancer. You can Purchase/Steal a **Diva's Dress** from her and bring it back to the questgiver to finish. The other method involves either Primrose or Ophilia. Return to the dancer who gave you the quest and Allure/Guide her to follow you. Bring the dancer to the sickly girl right outside of the living quarters to get a different ending (but the same reward).

Objective	Reward
Helped the dancer realize her curtain call	1,500 Leaves, Wind Amulet



You can bring the dancer to this girl (left); or acquire the dress to finish this Side Story (right)

There is one more Side Story, which is inside of the tavern. [The Bouncer](#) will have you fighting with a bouncer, who spends all of his time drinking instead of doing his work. He will be right outside of the tavern, to the right, and has a strength of five. This means it will be a challenging battle and he isn't weak to the typical sword, but rather spear. If you have a spear-using beast, use that first, which should trigger Linde to use Pounce. As with any hard challenge, keep an eye on your health at all times, healing anytime it dips below 650. Hopefully, the bouncer wastes a move due to being "too drunk to move," which will give you a free turn. Hopefully, you can win, but if not, return when you're stronger.

Objective	Reward
Knocked some sense into the Drunken Bouncer	1,500 Leaves, Fortifying Nut

There is only one more party member to recruit, Olberic, in Cobbleston, which is south of Rippletide. If you've been following this guide, then you should have already visited there during [Onward to Sunshade], where you also looted the town.

Olberic, the Warrior

Olberic's story begins with a flashback, back when he was a soldier. He witnesses a trusted friend strike down his king and as they clash swords, Olberic wakes up in Cobbleston. A child of the village visits him, saying that the headman wishes to have a word with him. When you gain control of Olberic, you will find the headman in front of his house in the southern end of town. He'll ask you to put some of the men through some training, which will unlock Olberic's Path Action, Challenge.

This action is pretty much the same as H'aanit's Provoke, except you will have full control over all your actions and equipment in battle. Unlike Provoke, though, you don't have to worry about a percentage, but you will sometimes need to be a specific level before you can Challenge some NPCs. Because of the lack of good equipment, just go ahead and Challenge the two NPCs you are required to, which have a strength of one. They should go down easily, after which, you decide to do some rounds.



Olberic's Challenge is very similar to H'aanit's Provoke (left); but he has access to your entire arsenal of attacks/skills (right)

Start making your way towards the northeastern exit, when you get word that the bandits are attacking. The game will take over here and you'll be forced into a fight with three of them. Two only have one shield point, while the front one has two. They are all weak to swords and you have a skill called Level Slash, which will hit all of them with your sword. Olberic is pretty beefy, so you shouldn't need to heal, but don't be hesitant to do so if you need it. Upon defeating the brigands, more scenes will play out, then Olberic will officially join your real party.

Brigand's Den

Before setting off to rescue Philip, make sure you have Olberic properly equipped with some new equipment (or stuff you have in your inventory). When you're ready, exit Cobbleston via the northeast.

Mountain Pass

Before you can get to the Brigand's Den, you will have to go through the Mountain Pass, which is a short area. As soon as you enter, there will be a chest to the north of you, so head up that way and open it for a **Healing Grape**. Now, venture all the way to the southern end of the map and follow it east, until you spot another treasure chest (**Inspiriting Plum**). Continue north and after you ascend some stairs, there is a path you can go on to your east, leading to another chest (**Light Soulstone**). Follow the remaining path, crossing a bridge and save your game, then hug bottom part to grab the chest (**Old Coin**).

Approach the bandits for a scene, then a battle. This fight is the same as the one in Cobbleston, except you have your entire party with you, so it will go quick. After the battle is over, you can enter the Brigand's Den.

Brigand's Den

When you enter the cave, go north and then east until you reach a chest, which contains a **Healing Grape**. Note that there is a pretty well-hidden path on the right side near the previous chest, which wraps around to lead you to the chest you likely saw in the background (**Black Cap**). Return to the entrance and venture west this time, grabbing the chest on the ledge by backtracking a tiny bit after climbing some stairs (**Fire Soulstone**). North of the previous chest is another at the end of a trail, which contains a **Copper Lantern**. Follow the rest of the way to a save point and merchant, but take note of the path in front of them, leading to one final chest (**Inspiriting Plum**). Head east from the save point to come upon the boss.



The hidden path is located as pictured (left); leading you to this isolated chest (right)



Tip: It's a good idea to level up Olberic to around 9 or 10 before the following boss battle, just to be on the safe side.

BOSS - Gaston

Gaston can be a tough boss, especially considering he is all physical, and he comes with a couple of friends. The two

Brigands only know two attacks, the normal attack and Thrash, which hits your entire party. The damage will add up, so you will want to get rid of them as soon as possible. They are weak to swords, axes, fire, wind and darkness. With them out of the way, the battle will be a little bit easier, but Gaston can still put out some damage.

His regular Attack can put a bruise on you and Level Slash hits your entire party for much more than that. Gaston can also use Clobbering Strike, which deals damage to a single target, but it can also inflict Unconscious. By far, the nastiest thing in Gaston's repertoire is when he "grins and whirls his blade," as this will be followed with Mighty Blow, an attack that can deal 500+ damage to a single person. Naturally, breaking him when he triggers his dark aura and before executing this move is the ideal way to avoid it altogether. Gaston is weak to **spears, daggers, staves, ice and lightning**.

With the boss of the brigands down for the count, he'll reveal that he doesn't know where Erhardt is, but knows someone who might know his location. You will have to journey to Victors Hollow to find this Sir Gustav. You'll return to Cobbleston and when you regain control, make your way to the southeastern exit for more scenes and the end to Olberic's first chapter.



The Warrior's Cross Strike is definitely one of its more powerful skills (left); Gaston's Mighty Blow hurts a lot despite it only hitting a single character (right)

Chapter 1 Sidequesting

Since you have all of the party members now and their Path Actions, it's about time to go ahead and clean up the Side Stories you couldn't complete earlier. Note that some of them might require venturing into some higher-level areas, so you won't be able to finish all of them right now.

Theracio's Tutelage (I)

Fast travel to Atlasdam and if you didn't pick up the side story earlier, you will find Theracio in the southeast corner of the city. In order to do this, you will need either Olberic or H'aanit in your active party. The moneylender that is harassing Theracio is standing right next to him, so either Challenge/Provoke him to start a battle. Note that he has a strength of four, so it won't exactly be a pushover, depending on Olberic's or H'aanit's levels (and H'aanit's summons). Defeat the moneylender and you will finish this side story.

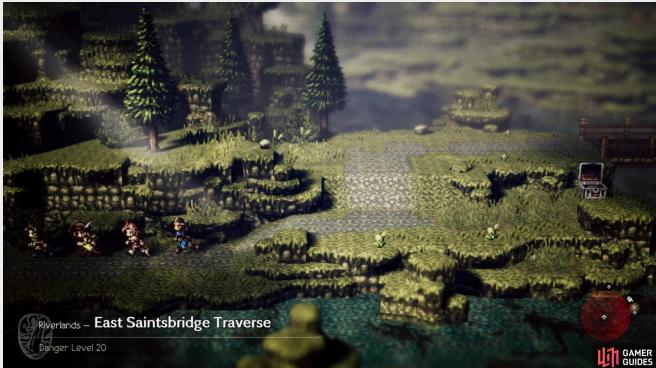
Objective	Reward
Defeated the moneylender hounding Theracio	1,500 Leaves, Invigorating Nut

The Prodigious Painting

This side story begins in the palace in Atlasdam and is one of those that require you to head through a more challenging area. Luckily, the area only has a Danger Level of 20, so it will be good practice for the upcoming Chapter 2 stories. Begin by fast travelling to Clearbrook, noting that you will need either Therion or Tressa to complete this sidequest, so bring one of them along. Exit to West Clearbrook Traverse and journey to the south, across two sets of bridges (there's a chest you might not have gotten past the second bridge, containing a **Healing Grape**).

East of the second bridge will be the exit to South Clearbrook Traverse. Since this area wasn't explored in the walkthrough yet, it will be now. As soon as you enter, there is a path south of the main one that leads to a chest with an **Olive of Life**. Continue east to a fork in the road, with the northern branch going to a cave called Twin Falls (Danger Level 20). You're not going there right now, so venture south and then west to find another chest (**500 Leaves**). There will be another split in the other direction, with east going towards Sunshade and west towards Saintsbridge.

Go west, crossing the bridge to the south for a chest (**Healing Grape**), and along the way, you will see an older man that will net you another Side Story, [A Sweet Reunion]. You can come back to this later, as it requires either Ophilia or Primrose. Past the bridge to the west is one final chest (**Soothing Seed**) and the exit to East Saintsbridge Traverse. By the first bridge, you will find a chest hidden to the left of it (**Herb of Healing**). Follow the path south, across a bridge, to find many different paths before you.



With a Danger Level of 20, you will want to be careful in East Saintsbridge Traverse (left); Buy the Final Masterpiece from the NPC above and bring it back to the questgiver (right)

East will lead to a curious cave called Shrine of the Healer. If you head inside, you will see some kind of "altar" of sorts and upon inspecting, you will unlock the Apothecary secondary job for your characters. Only a single character can equip the secondary job at a time, so you won't be able to have everyone use Apothecary; you can equip them from the Jobs option on your menu. Back at the split, go south and you will find another chest (**Healing Grape M**), as well as a man standing on a bridge. This is the NPC you're looking for, so either Purchase/Steal the **Final Masterpiece** from him (easier to Purchase), then return to the split. The western path will lead you straight to Saintsbridge. Feel free to look around, but you're just putting the town in your fast travel catalog, so teleport back to Atlasdam and turn in the quest.

Objective	Reward
Delivered the Final Masterpiece	13,000 Leaves



Note: You don't get to keep the active skills from your secondary job, should you switch to another, but any passives you learn will be yours.

Love Unrequited

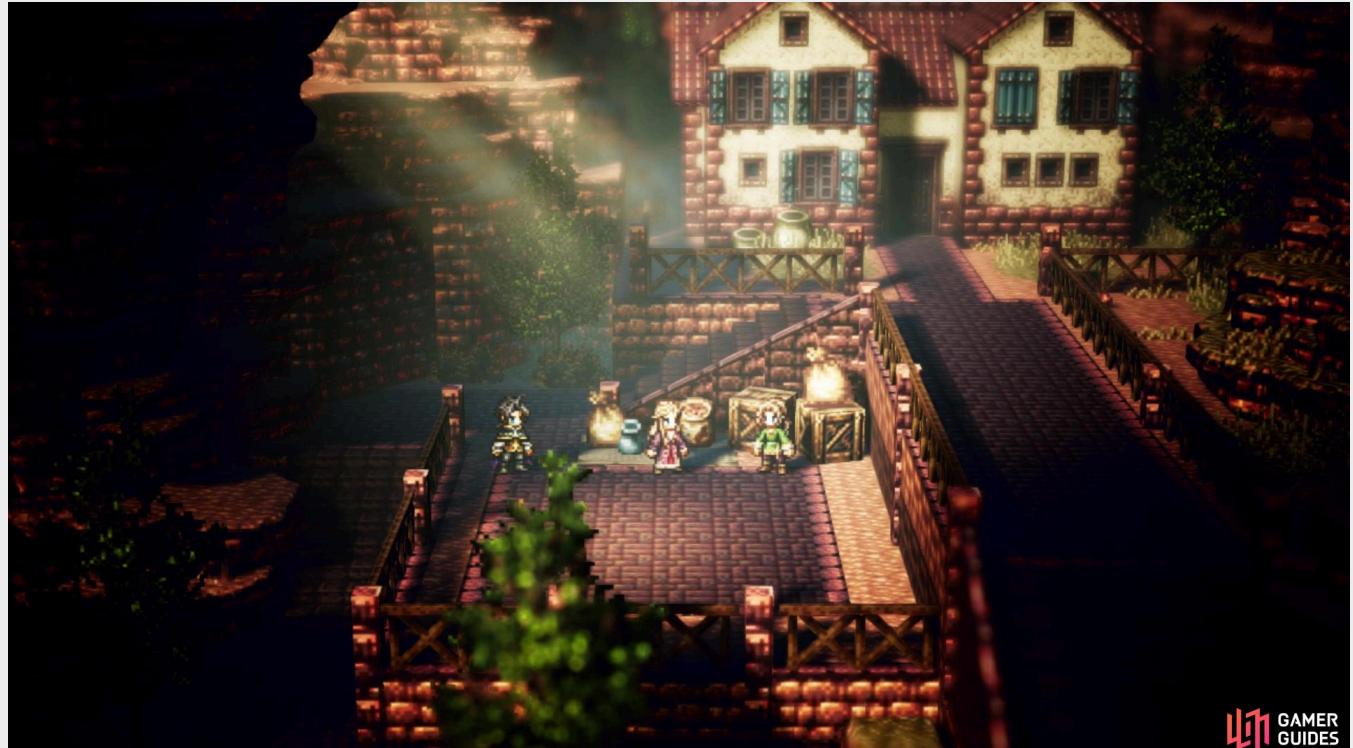
The next side story to be completed is in Rippletide and can be gotten from the woman standing just south of the equipment shop. She is having trouble with a lovestruck man who keeps pestering her, and there are two different ways to handle this. The first involves using either Ophilia or Primrose to Guide/Allure Tony's Mother to him. Tony, himself, is found in between the Provisioner and tavern, while his mother is just to the left of the inn. Note that you need to be at least level 15 in order to Guide her with Ophilia.

The other way to complete this quest is to either Challenge or Provoke Tony with Olberic/H'aanit. Tony has a strength of five, but you won't be winning this battle, as you will want to lose to Tony. Just note that losing as H'aanit will make you lose some reputation with Rippletide. Upon doing either method, the side story will be over.

Objective	Reward
Solved the case of unrequited love	1,500 Leaves, Critical Nut (M)

Way Through the Woods

Fast travel to S'warkii and speak to the woman on the western side of the village, who wishes to be with her husband in Bolderfall. As should be obvious, you will need either Primrose or Ophilia to use Allure/Guide on this NPC, then fast travel to Bolderfall. Her husband isn't marked on your map, but he can be found near the northern house in the main portion of town. There are some stairs leading down near the previously mentioned house and a NPC with green garb right there. The Industrious Husband is the one wearing the green clothes. Simply speak to him to finish the side story.



The lady's husband in Bolderfall

Objective	Reward
Reunited wife with husband	1,500 Leaves, Magic Nut, Critical Nut

Daughter of the Dark God (I)

Since you are in Bolderfall, you should have two more Side Stories to complete here. The easier of the two is [Daughter of the Dark God (I)], which can be started by talking to the one guard in the Ravus Manor area. Alphas believes the dark-haired woman standing nearby is the perfect one for him, but he is having trouble getting her to glance in his direction. To complete this quest, you will need either Olberic or H'aanit to Challenge/Provoke him. He has a strength of five and is quite strong, with moves like Triple Strike doing upwards of almost 600 damage (stack physical defense to lessen this). He also isn't weak to swords or spear, which makes both Olberic and H'aanit's Linde useless, but he is weak to axes and daggers. Defeat him and the side story will be over.

Objective	Reward
Captured the dark-haired beauty's attention	5,000 Leaves

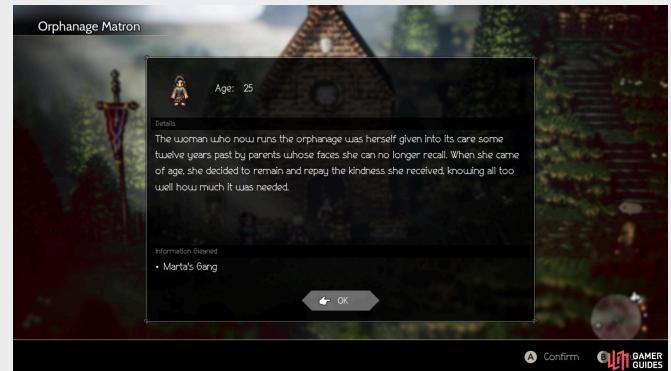


Tip: If you feel like you can't defeat Alphas right now, you could always come back after visiting some of the second round of towns, as they have better equipment.

The Bandits' Code

The other Side Story in Bolderfall is located in Lower Bolderfall and as with some of the others, this one has two solutions. The easier of the two involves using either Primrose or Ophilia to Allure/Guide someone to the Veteran Brigand here in Bolderfall. The NPC you need is the Faltering Youth inside of the tavern in Sunshade; he is standing at the northwestern table. Allure/Guide the Faltering Youth, then fast travel back to Bolderfall and speak with the brigand to finish the side story.

The other method to clearing this Side Story involves having to go to Victors Hollow, which is located north of S'warkii. Teleport to that village and make your way to the West S'warkii Trail. Here, go straight west from the signpost to a fork in the road, then north to get to East Victors Hollow Trail. This place has a Danger Level of 21, so be especially careful about encounters here. Go straight north from the save point and when the path starts heading northwest-west, there is a hidden path to the east that leads to the Shrine of the Huntress, where you can unlock the Hunter secondary job (there is also a chest with an **Olive of Life L** in the cave).



The location of the Faltering Youth inside the tavern in Sunshade (left); Inquire/Scrutinize this woman in Victors Hollow as an alternate solution (right)

Back outside, continue west to the split and then south, where the path will eventually lead you to Victors Hollow. Despite the longing to go around and look at all the goodies, head straight to the lower section of the first part of town. On the western side of this area, there is a woman standing in front of a building, named Orphanage Matron. Inquire/Scrutinize her for some information (**Marta's Gang**), then return to the brigand in Bolderfall with that information, which will finish up the side story.

Objective	Reward
Helped the brigand figure his calling	2,400 Leaves, Blazon of Protection

A Sweet Reunion

The next Side Story you will be taking care of is on the outskirts of Clearbrook. Fast travel to Clearbrook and make your way to South Clearbrook Traverse. Here, go east, then south and finally, west to find the Side Story. The Lost Grandfather was on his way to visit his grandchild in Clearbrook, but as his name suggests, he got lost. Use Guide/Allure (Ophilia needs to be level 15 to Guide him) to get the grandfather to follow you, then return to Clearbrook. You can find the grandchild on the bridge in the center of town, so just speak to the child to end the side story.

Objective	Reward
Guided the lost grandfather to his grandchild	2,000 Leaves

Fertile Fields

There are only three more Side Stories left, both in Cobbleston, so head on over to that town next. The easiest one to finish is **Fertile Fields**, which can be started in the lower left corner of the town. To do this one, you will need either Therion or Tressa to get the item. Luckily, the person you need is actually very close, as he is standing on the eastern side of the house that is just north of the tavern. When you find the Courageous Cowherd, either Steal or Purchase the **Cow Droppings**, then bring them back to the questgiver to finish.

Objective	Reward
Fetched some manure for the farmer	1,500 Leaves, Inspiring Plum (M) x3

Noelle, Seeker of Knowledge (I)

For the next Side Story, look towards the northwestern corner of the village to spot a woman named Noelle. She is seeking any traces of the legendary King Beowulf the Great and asks you tell her if you come across any ancient plinth or carved granite. You will need either Ophilia or Primrose for this one, as you need to Guide/Allure Noelle to a certain spot. Go ahead and do that, then leave Cobbleston.



Tip: It's a good idea to bring Therion along with you to Untouched Sanctum, as there is a purple chest inside.



Don't forget to use Guide or Allure on Noelle before setting off for Untouched Sanctum (left); The entrance to Untouched Sanctum (right)

The place you're going to is called Untouched Sanctum, which is found to the northeast of Cobbleston. Exit to South Cobbleston Gap and make your way to North Cobbleston Gap. Once you arrive in that area, head east until you spot a spot in the northeast that you can get to, which is where the entrance to Untouched Sanctum is located. This cave has a Danger Level of 15, so be wary of the enemies inside.

Follow the trail inside until you come to a split, which is where you will find a save point. Go west at first to find a chest, which contains an **Inspiriting Plum**, then look for a hidden path to the west of that, which will bring you to another chest (**Pole Mace**). Return to the save point and go in the other direction, opening the chest you find at the next fork (**Healing Grape M**). Continue delving deeper until you see a path heading southeast, which is where you want to go for two more chests (**Olive of Life M** and **Inspiriting Plum M**). The other direction will lead to a purple chest (**Sharp Nut**) and the plinth that is needed for the quest. Examine the plinth to finish the side story.

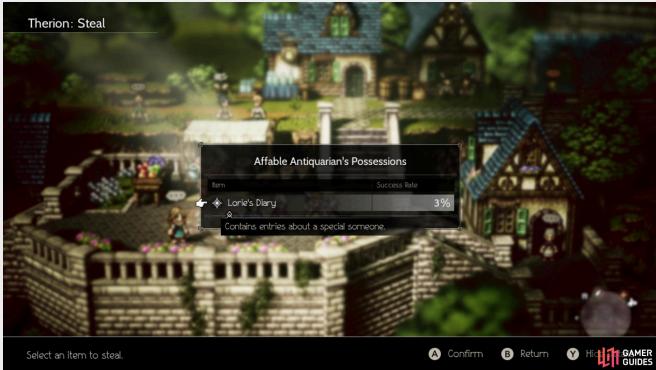
Objective	Reward
Showed Noelle the knowledge she sought	4,000 Leaves, Tough Nut

Never Forget

The final Side Story you will be doing right now can be gotten from a NPC near the northeastern exit in Cobbleston. The Melancholy Youth is looking for a girl named Lorie, who once lived in Cobbleston, but when he arrived, it was said she already left. This Side Story has two different solutions, but both of them will require you to head to Noblecourt. One of the solutions requires you to Allure/Guide the youth to Noblecourt, so make sure you do that before leaving Cobbleston. The other way involves using either Therion or Tressa to Steal/Purchase something in Noblecourt.

Either way, you need to travel to Noblecourt, which is located in the Flatlands, so fast travel to Atlasdam. Go to North Atlasdam Flats and head north to the crossroads there, where you will want to travel north at the signpost to reach Western Noblecourt Flats. To the northwest will be a signpost that will point you to the east for Noblecourt. Note that as you head along the road, the area surrounding it is pretty open. Edge your way to the southern edge of the screen to find a NPC and southeast of that is a trail that leads to the Shrine of the Sage, which will unlock the Scholar secondary job.

Back outside, there is a chest on a nearby hill by the cave, which contains a **Wind Amulet**. Return to the road and there will be another NPC standing next to a tent (you can Steal an **Oasis Hat** from him, which is fairly nice). There is a chest just north of this NPC that contains a **Healing Grape (M)**. Not much further to the east will be the entrance to Noblecourt. Now that you're in Noblecourt, you can proceed with the Side Story.



Lorie's Diary is a lot easier to Purchase than Steal (left); If you opt for the alternate solution, approach the right grave with the questgiver in tow (right)

If you brought the youth with you, then head to East Noblecourt. On the southern side of this area are some graves, one of which belongs to Lorie. Examine it with the youth in your care and the side story will be finished. If you went the other route, then in the first area of Noblecourt, there is a NPC (Affable Antiquarian) standing in front of the stall not far from where you entered (blue clothing) that is holding onto a diary. Purchase or Steal (a lot easier to just buy it) **Lorie's Diary**, then bring it back to the youth in Cobbleston to complete the quest.

Objective	Reward
Helped the youth find Lorie	9,000 Leaves, Sharp Nut (M)

That about wraps it up for Side Stories, although the keen eye should notice that two weren't listed here. The reason for that is because they either have you going through some very dangerous areas or they involve fights that might prove a little troublesome right now. Either way, you have finished the majority of the Side Stories available in Chapter 1 and it's finally time to move onto Chapter 2.

Secondary Job Hunting

You've finished the majority of everything in Chapter 1 and it's time to finally move onto Chapter 2. However, before you go about your business completing more of each characters' story, there is something you might want to do. Hidden throughout the game's world are shrines, hidden inside of caves, that unlock a secondary job that you can equip to characters. Not only will you gain access to skills from that job, but you will gain some minor stats, have a new appearance for your characters, the use of whatever weapon types they have and they're even be able to learn some new passive skills.

However, there are some stipulations regarding secondary jobs. First and foremost, a secondary job can only be assigned to one person at a time, so if you want to put something like Scholar on Tressa and Ophilia at the same time, you won't be able to (the character's main class isn't taken into account for this). Additionally, you don't get to keep the active skills of a secondary job should you switch to another. The upside to this, though, is that any passive skills will remain with that character upon switching, so there are some great benefits to be had from that.

The Apothecary job is currently being filled by Olberic.
Do you wish to switch jobs?

Yes

No

Attributes

Max. HP	853 ▶ 1,013	Max. SP	54
Phys. Atk.	125 ▶ 118	Elem. Atk.	106 ▶ 108
Phys. Def.	172 ▶ 173	Elem. Def.	194
Accuracy	122 ▶ 116	Speed	183 ▶ 177
Critical	133 ▶ 129	Evasion	140 ▶ 137

Skills

- First Aid
- Icicle
- Rehabilitate
- Amputation
- Empoison
- Vivify
- Last Stand
- ???

Support Skills

- Unlocked after learning 4 skills
- Unlocked after learning 5 skills
- Unlocked after learning 6 skills
- Unlocked after learning 7 skills

Select a category.

(L) Select **GAMER GUIDES**

A secondary job can only be equipped to a single character at a time

The shrines for these secondary jobs are all located relatively close to the characters' starting cities, although they are all in areas with a slightly higher Danger Level. You may have gotten a few of these while doing the Side Stories outlined in [Chapter 1 Sidequesting](#), but their descriptions will all be shown here.

Shrine of the Sage

To keep a sense of order, the order in which the shrines will be listed reflect that of the character order outlined in Chapter 1. This means that Scholar is first, so fast travel to Atlasdam and exit to East Atlasdam Flats. Head north to North Atlasdam Flats and when you reach the signpost to the north in that area, continue north to Western Noblecourt Flats. Follow the trail to the northwest, then keep following it as it moves east. When you reach a NPC by a tent, move straight south to find another NPC. Southeast of this second NPC will be the entrance to the Shrine of the Sage.

Shrine of the Trader

The shrine for the Merchant class is probably the only one that isn't very close to its starting city. For the sake of a clear direction, start off in Rippletide. In East Rippletide Coast, head south to North Cobbleston Pass and when you get here, find the signpost. It mentions going west to reach Stonegard, so head in that direction to arrive at North Stonegard Pass. There will be a chest directly east of the signpost here, containing an **Energizing Pomegranate**. Follow this trail south and then east to another signpost.

Venture north, opening the chest near the exit (**Healing Grape M**) and enter Moonstruck Coast. There will be a chest hidden just north of you (**Healing Grape M**), so grab it and continue east until you reach the beach. To the north will be a split, so head northeast to find a chest first (**Copper-filled Pouch**). Return to the split and go in the other direction, where you will see a stone archway. Running under this archway and setting on this path will bring you straight to the Shrine of the Trader.



Pass west through the stone arch (left); and you will find the Shrine of the Trader at the end (right)

A small detour will be taken here, simply to get another town on your map for fast travelling. Back outside, you should see another chest below you, which is partially obscured by a rock (**Inspiriting Plum**). Return to that stone archway and head north all the way, until you reach West Goldshore Coast. Follow the path ahead of you, opening the chest in plain sight (**Energizing Pomegranate**), then continue going until you reach a save point by a bridge. Goldshore is just a hop, skip and a jump away to the east, so enter it.

Shrine of the Huntress

Fast travel to S'warkii and exit to North S'warkii Trail, then make your way west to West S'warkii Trail. There are two signposts here and you want to go to the second one to the far west, which points you north to Victors Hollow. Head in that direction to get to East Victors Hollow Trail. There will be a signpost and save point right there upon entering. Go past them, to the north, and when it diverges to the west, you can find a slightly hidden trail to the east that leads to the Shrine of the Huntress.



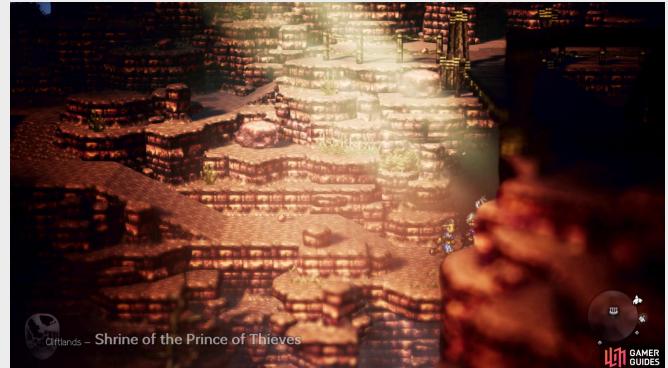
Tip: Victors Hollow, another of the towns in the game, can be found west and then south of the shrine.

Shrine of the Prince of Thieves

Next up is the Thief secondary job, so fast travel to Bolderfall and exit the city. On North Bolderfall Pass, you want to go north and cross the bridge to the west, then continue south to South Bolderfall Pass. Here is where you will want to change

your course, as west leads to Quarrycrest and the shrine is close to that city. So, when you find the signpost just south of where you entered, head to the west to get to South Quarrycrest Pass. Just west of the bridge is a chest that contains an **Herb of Valor**, so grab it and cross the bridge to the north.

There will be three different ways to go here, with left heading to Orewell and north to Quarrycrest. Before you start your trek, there is a cave called Derelict Mine to your east, which has a Danger Level of 30, so just dip in and out to put it on your map. You should also see a glimpse of a purple chest on your map, hidden behind the ledge that goes north. To get this, you will need to head west at the split and when there is a little hill leading west, you can find a hidden passage to the right, bringing you to that purple chest (**Fire Amulet**).



The hidden path shown leads to a purple, locked chest (left); The Thief shrine is located on the western side of the pass, underneath the bridge (right)

With that out of the way, you can begin making your way north on the path from earlier. Just head straight up and you will arrive in Quarrycrest, but where is the Thief shrine? Well, going to Quarrycrest was just a minor distraction to enable fast travel to it, but the actual shrine is back to the west at that one three-way split. If you continue past where you found the hidden path to the purple chest, there will be a bridge. Keep going past the bridge and you will come to the path that brings you to the Shrine of the Prince of Thieves.

Shrine of the Flamebearer

To continue with the shrines, the next one is the Shrine of the Flamebearer, for unlocking the Cleric job. You may think starting from Flamesgrace is the ideal way to go, but this shrine is actually fairly close to the Shrine of Huntress. If you've been following this walkthrough, then you should already have Victors Hollow unlocked as a fast travel point. Go there and then find the save point south of the Shrine of the Huntress. East of here will lead you to the Stillsnow areas (there's a chest along the way with an **Inspiriting Plum**).

You're in Western Stillsnow Wilds and it's a big more open than normal outlying areas. There's a chest just east of the frozen pond, behind the rock formation, which contains an **Herb of Revival**. Stick to the bottom of the map as you journey east and you should run into a stone arch. Go through this arch and continue east to run into the Shrine of the Flamebearer.

Shrine of the Healer

For the next shrine, you will be going after the Apothecary job, so fast travel to Clearbrook. Exit to West Clearbrook Traverse and make your way to South Clearbrook Traverse. At the bridge, cross it to the south and then head west until you get to East Saintsbridge Traverse. Follow the trail across the bridge and when you arrive at the save point and signpost, look to the east. There is a slightly hidden path that will bring you straight to the Shrine of the Healer.

Shrine of the Lady of Grace

The penultimate shrine will be the Shrine of the Lady of Grace, earning you the Dancer job. Fast travel to Sunshade and exit the town to Southern Sunshade Sands, then make your way to Eastern Sunshade Sands. Stick to the southern edge of the map and venture to the east, opting to exit to Northern Wellspring Sands. Note that this area has a Danger Level of 31, so it's more dangerous than the other outlying areas. Keep to the western part of the map and as you go south, you should see a path leading to the southwestern corner of the area. Look for the slightly hidden trail to the west, that will bring you to the Shrine of the Lady of Grace.



The path shown, going east, leads to the Apothecary shrine (left); The Dancer shrine is in a fairly high level area (right)



Tip: If you think you can make it, Wellspring is south and then west from the Shrine of the Lady of Grace.

Shrine of the Thunderlord

You have finally reached the last secondary job shrine, which is going to be for the Warrior job. So, fast travel to Cobbleston and exit to South Cobbleston Gap, then make your way to North Cobbleston Gap. Follow the trail here around until you find a signpost, which is where you will want to head west, towards Stonegard. In North Stonegard Pass, when you first arrive in the area, you will see the secondary job marker. The cave with the shrine is literally just below you on the map, so go east, south and then west to find it right there.

From the Shrine of the Thunderlord, if you continue east to the crossroads, then east some more, you will find yourself at the entrance to Stonegard itself.

Picking the Right Job

Before even beginning this section, there is no wrong choice in picking a secondary job for a character. You can equip a secondary job to whatever character you want, but you should probably take a good look at what you need. There are three different strategies in assigning a secondary job to your characters. You can go the route of covering up a character's weaknesses, adding on to their strengths, or just doing something as simple as concentrating on the actual skills a character will get.

As an example, Cyrus starts out as a Scholar, which means he excels at magic, so he's going to be weak physically. You can counter this by pairing him up with Warrior or Hunter to increase his physical attack and/or defense. On the other hand, since Cyrus is very good with magic, you can supplement this by putting Cleric or Dancer on him. Likewise, if you go for

skills, Cleric, Dancer or Merchant will give him another element to use (he has three with Scholar). The only problem with Cleric, which is minor, is that you will only get a single weapon type (Staves), making him not a good option if you run into enemies without any elemental weaknesses.

As previously mentioned, it doesn't particularly matter which secondary job you use for your characters, but there are some passive skills that are quite good to have. Merchant's last passive is SP Saver, making it so all skills cost half SP, which is fantastic for mage builds. To complement that, Dancer's third passive will regenerate SP each turn. Hunter's fourth passive is Patience, giving that character a 25% chance to act again at the end of a turn. Another good Hunter passive, for melee attackers, is Second Serving, giving a character a 50% chance to add another strike when attacking normally.



Some pairings just make sense, like making Tressa a Scholar (left); while other choices will be made based on the available skills (right)

Although not relevant now, but Warrior has Surpassing Power, allowing a character to deal more than 9,999 damage (up to 99,999). There are various other passives that work well together, so experimenting can be a fun thing to do. Some good utility passives to have are Evasive Maneuvers for reducing encounter rates (Scholar's first), Precipience to prevent your party from being surprised in battle (Scholar's third), Evil Ward for fleeing battles (Cleric's third), Grows on Trees (Merchant's second), Snatch for getting extra stuff when Stealing/Collecting in battle (Thief's third), and Heighten Senses for a chance to attack first in battle (Hunter's first).

Beefing Up Your Characters

So, you are about ready to tackle the second chapters for your characters, but you might feel like you're a little bit underleveled for them. Hopefully, you gained some when exploring the slightly more dangerous areas for the secondary job shrines. One of the less dangerous areas is East Victors Hollow Trail, as the encounters there can give you around 100 experience per battle. In addition to this, there are a number of small dungeons sprinkled throughout the various areas. There are at least three Danger Level 20 dungeons, one of which is Whistling Cavern in Eastern Sunshade Sands.

The other two are Twin Falls in South Clearbrook Traverse and Carrion Caves in South Bolderfall Pass. If you're feeling a bit more adventurous, then there are some Danger Level 25 dungeons, like Hoarfrost Grotto in Western Flamegrace Wilds, The Hollow Throne in Western Noblecourt Flats and Tomb of Kings in West Stonegard Pass. Of course, levels aren't the only thing important, as equipment will usually trump it. It wouldn't hurt to get some new gear in the various Chapter 2 towns, despite some stuff being expensive. Compare the stats to your current gear and try to concentrate on equipment that doesn't cost an arm and a leg.

Armor

All Wares

Name	On Hand	Selling Price
Bridge Lance	0	¥ 24.000
Clever	0	¥ 8.000
Viking Axe	0	¥ 16.000
Graviton Axe	0	¥ 34.000
Sapphire Rod	0	¥ 32.000
Kite Shield	3	¥ 2.400
Elemental Shield	0	¥ 7.800
Saintly Tiara	4	¥ 2.760
Starlight Hat	0	¥ 7.200
Silver Vest	0	¥ 4.160
Elemental Robe	0	¥ 8.160
Unerring Ring	0	¥ 2.200
Stimulating Ring	1	¥ 3.000

Select a category.

Select A Confirm GAMER GUIDES



Shops in the second round of towns will have some upgrades (left); but you're better off checking the various NPCs for gear (right)



Note: The Chapter 2 stories will be done in the same order as the Chapter 1 ones, so Cyrus and Tress will be first.



Note: Unlike the first chapter, all stats and Danger Levels for Chapter 2 dungeons, enemies and bosses are already set and do not scale.

Cyrus' Second Chapter

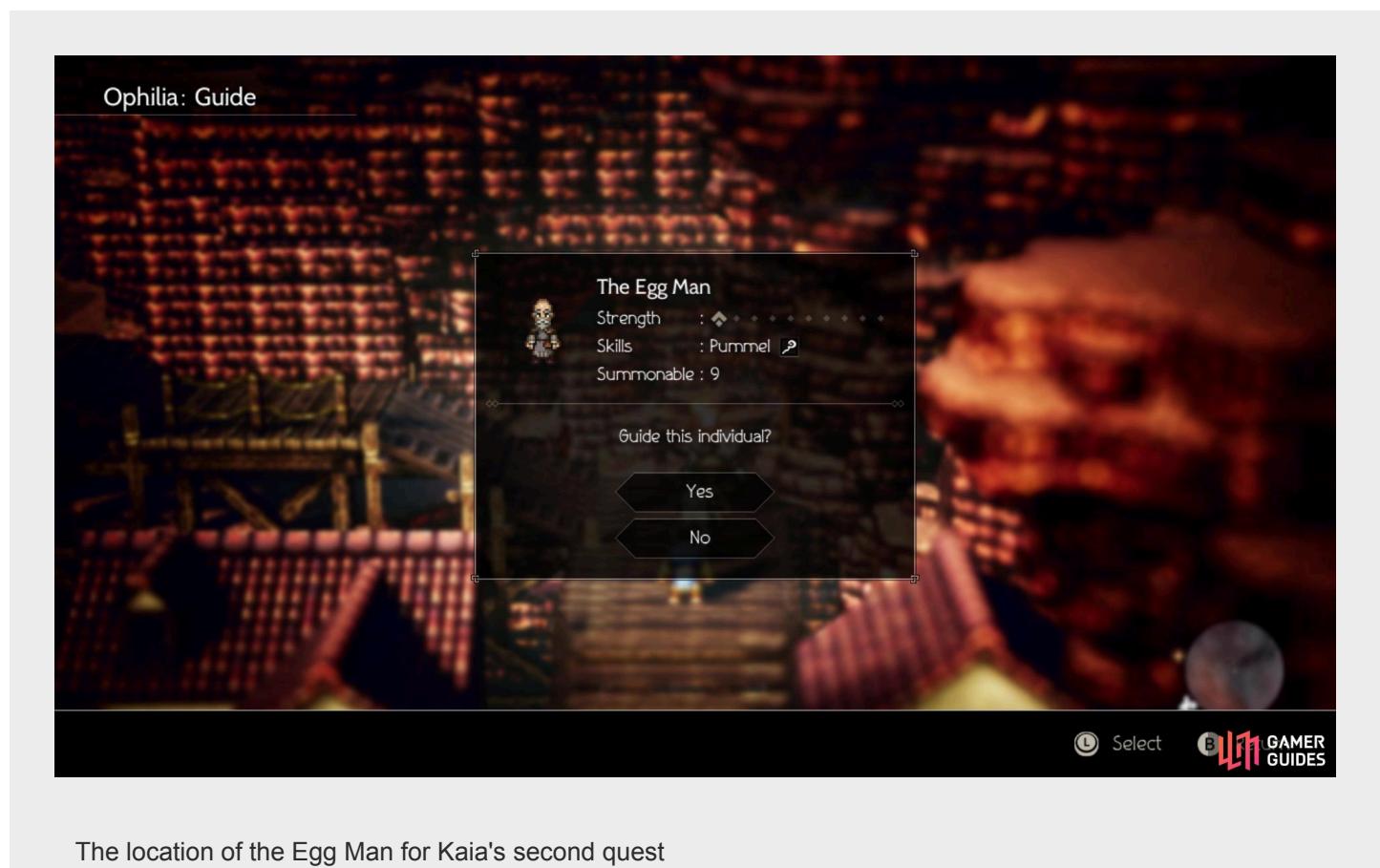
Exploring Quarrycrest

Cyrus' Chapter 2 begins in Quarrycrest, which is located in the Clifflands. If you haven't visited there yet, then you can go west from South Bolderfall Pass to get to South Quarrycrest Pass. It is there that you can get to Quarrycrest (it's very close to the Shrine of the Prince of Thieves). Upon finally arriving, you will want to explore the town, as there's a lot of different goodies to get. Next to the inn is a chest that contains a **Pseudo Gold Ore**. The man by where you entered can yield the Smarter Bartering information from Inquiring/Scrutinizing, meaning there's more of a chance to get a discount when using Tressa's Purchase.

There's a man to the left of the save point, who is standing in front of a house. It's best to not Provoke/Challenge him, because he's a pretty high level, but there is a chest sitting next to him (**Dubious Gold Ore**). Continue west from him to find the Provisioner, and climb the ramp behind that to find a small building with a chest inside (**Wind Soulstone M**). On the far western side of this area of town is an exit to the Road to Morlock's Manse, which is not important right now.

Kaia, Mother of Dragons (II)

Note that there are two Side Stories in this part of town, one of which wouldn't be present if you didn't finish [Kaia, Mother of Dragons \(I\)](#) back in Bolderfall. Yes, Kaia is here and is looking for some more help. To finish this side story, you will need either Primrose or Ophilia. Of course, you need to track down this Egg Man fellow before you are able to do anything. Behind Kaia is a ramp that leads to the Quarrycrest Mines, the other part of the town. You'll find the tavern and equipment shop here, so take a gander at the latter if you want.



The location of the Egg Man for Kaia's second quest

Either way, the old man behind the equipment shop, in the corner, is the Egg Man. Guide/Allure him to get him to follow, then return to Kaia in the bottom area to finish the quest.

Objective	Reward
Helped Kaia find out how to hatch the dragon's egg	6,600 Leaves, Light Nut (M)

The other two Side Stories (there's one more in the Quarrycrest Mines area) require you to travel to other cities, so they will be put on hold for right now. Back to ransacking the town, there is a chest to the left of the tavern, near two NPCs with speech bubbles (**Healing Grape Bunch**). Across the short bridge nearby is another chest, which contains an **Herb of Valor**. There's one final chest, up past the Egg Man used for Kaia's quest, at the top portion of the Mines area (**Fool's Gold Ore**). The NPC by this chest has a nice piece of headgear for stealing/purchasing, called the Silent Bandana.

From the Far Reaches of Hell

You probably saw a prompt upon entering the city, if Cyrus was in your active party, asking to start the second chapter of his story. If you denied this, then you can head to the tavern, pick Hear a Tale, and choose to start it from there. After some reflection on previous events, Cyrus decides to pay a visit to Odette. Her house is located in the first area of Quarrycrest, up the ramp behind the Provisioner. When you get close enough, a scene will take over and you'll meet with Odette.

Cyrus will speak to her about the tome that was stolen from the archives, but she doesn't have too much information about it. While she researches it, she asks a favor of Cyrus, as some townspeople have mysteriously gone missing recently. Before you dive into the investigation, Scrutinize Odette to learn where the incidents happened. It seems all of the people went missing near the inn. Go back outside to see two more green markers on your map, who are people you need to Scrutinize. One is near the save point, while the other is in front of the inn. After Scrutinizing them both, you'll need to answer some questions. The answers are "Near the inn," "At all hours," and "The sewers."



Note: During Chapter 2, you will likely see a button prompt in the upper right corner of the screen. Pressing the "+" button will give you some travel banter between the characters.



You will see a button prompt during story sequences in Chapter 2 (left); which will present some party banter between characters (right)

With the investigation finally over, the way to The Sewers will open, with the opening being behind the inn. This upcoming dungeon has a Danger Level of 24, so make sure you are well-rested and ready before venturing inside.

The Sewers

As soon as you regain control, go north, west and then south to open the chest at the end of the path (**Inspiriting Plum**

Basket). Follow the trail north, across the bridge, then immediately head straight south to spot a purple chest (**Snipe Saber**). Journey west from the purple chest to find another chest in the open, so grab the **Fire Soulstone (M)** from it and enter the room you see just above you for another chest (**Energizing Pomegranate L**). The stairs to the right of this small room lead to a hidden passage that connects to the eastern side of the map, so you aren't missing any chests there.

West of the small room is another small bridge, so hop over it and open the chest just north of it for a **Healing Grape Bunch**. There is a very well hidden path to the left of the previous chest, which will go all the way west and south to a chest that contains a **Sprightly Ring**. Return and continue straight south, past the save point, and open the next chest you find at the end down here (**Bottle of Befuddling Dust**). Save your game and enter the room just beyond for a scene, leading you into a boss fight.

BOSS - Gideon

If this is your first Chapter 2 boss, then you will see a new mechanic brought into play here. On his first turn, Gideon will summon two Dancing Bones, upon which you will see the message that Gideon is being protected by these creatures. This causes some red boxes to go over his weaknesses. What this means is that while you can hit his weaknesses, his Shield Points won't go down because of this protection. So, your first priority in this battle is to quickly get rid of the Dancing Bones to make Gideon vulnerable again.

These Dancing Bones have four shields and are weak to axes, staves, fire and light. They have a normal attack, like every enemy does, and can also inflict the terror ailment with Terror Claw. Lastly, Bone Toss will hit random allies from four to six times. After getting rid of them, Gideon's defenses will be dropped and you can continue working on his shields. Gideon has some nasty attacks of his own, like Hands of Darkness dealing moderate dark damage to everyone in your party. On top of this, it also has a chance to inflict Blind.



Upon summoning the two skeletons, Gideon's weaknesses will be blocked (left); Creepy Laugh can be very dangerous, as it lowers both physical and elemental defense (right)

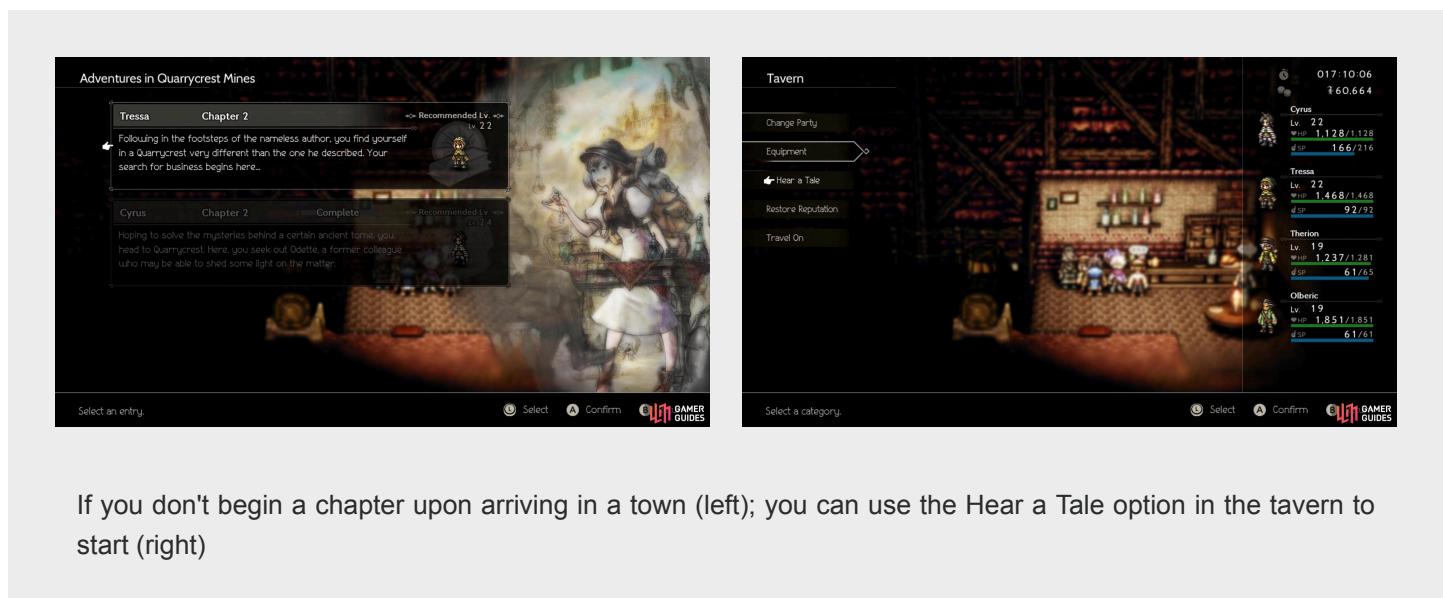
Creepy Laugh will lower the physical and elemental defense of your entire party, which makes Gideon's one attack a little more dangerous. Executioner may only target a single character, but it can deal upwards of 1,300 or more damage with the defense debuff. With normal defenses, it should only deal around 600 or so damage, which is much more manageable. Gideon doesn't seem to use the familiar dark aura or an ultimate attack, so you're safe there. He may resummon the Dancing Bones, which will come with half the health and one less shield. Gideon himself is weak to **swords, daggers, axes and light**.

Once you've finished off Gideon, some more scenes will play out and you will return to Quarrycrest. He will confer with Odette on many things and finally find out his next destination, which is Stonegard. Attempt to leave Quarrycrest and one more scene will happen, leading to the end of Cyrus' second chapter.

Tressa's Second Chapter

Luckily for you, Tressa's second chapter also begins in Quarrycrest, so head to the tavern and choose to start her tale. She is following in the footsteps of the mysterious traveller in the diary she got from Leon, who mentions resting in Quarrycrest. After the initial scene, where you're introduced to someone named Mr. Morlock, you will need to head to the upper area of this section of town, where another scene will take place. It looks like the worker found something and Tressa wishes to purchase it off of him.

Use Purchase to get the stone from the migrant worker, then watch the scene that occurs after that, where you meet another merchant named Ali. You will witness Tressa in action, in another cutscene, as she sells the skystones and earns you a nice cool 1,500 Leaves. You'll regain control here and should return to the Quarrycrest Mines area. Go to each of the NPCs with the green bubbles and purchase the Nondescript Stones from them. There's three in total and once you've done that, return to the square. Some more scenes will happen, including one of Ali taking your customers away from you. This will lead to you having to approach the front of the village, where Mr. Morlock butts his head into the conversation. After it's all over, him and his friend drag Ali away to Morlock's Manse and Tressa goes to rescue him.



If you don't begin a chapter upon arriving in a town (left); you can use the Hear a Tale option in the tavern to start (right)

Road to Morlock's Manse

When you're ready to continue Tressa's story, there's an exit in the northwest of the first section of town that leads to the Road to Morlock's Manse. Without being distracted by the chests you likely see, head west at the beginning to the end, then look south for a ramp that will bring you back around to the one chest to the south (**Healing Grape M**). Return north and as the path veers off to the east, keep following it east to some stairs that put you in front of another chest (**Inspiring Plum**). Continue north from there and when you reach the save point, there is a path off to the east that leads to one more chest (**5,000 Leaves**). Go ahead and enter Morlock's Manse now.

Morlock's Manse

Climb the stairs before you and enter the first room on the left for a chest (**Healing Grape M**). The door to the right of the first leads to a large room with nothing in it (and another exit), so run past it and the hallway heading south, until you find some stairs going down. At the bottom of the stairs, enter the first doorway to find another chest, which contains an **Energizing Pomegranate (M)**. Climb the stairs just past that room to run into a save point. Feel free to use it, then take a peek inside through the doorway next to it to spot another chest (**Conscious Stone**).

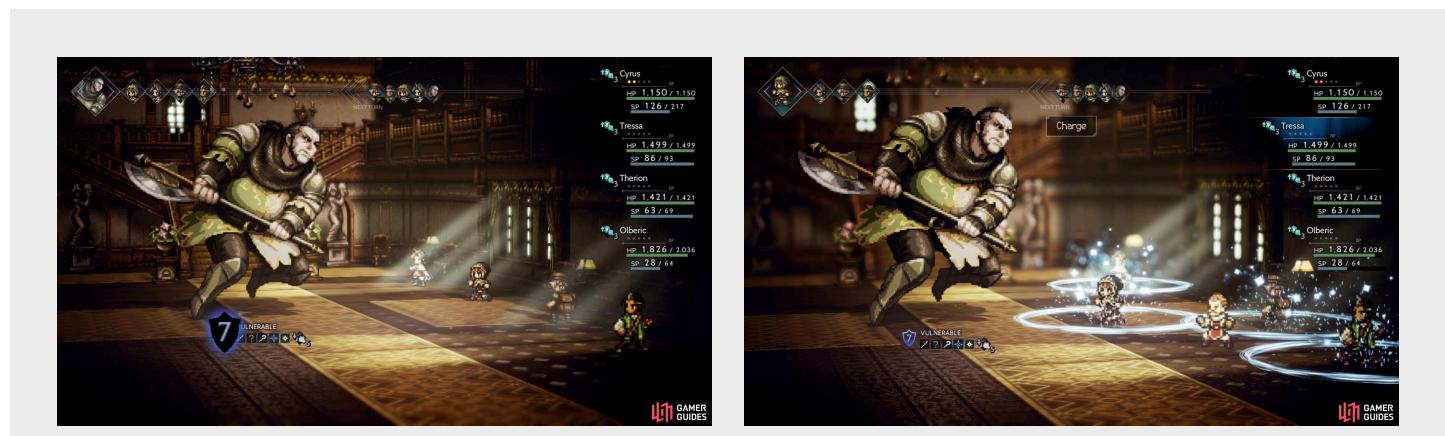
In the northwest corner of the same room, there is a hidden passage that leads to an extremely well-hidden chest (**6,000 Leaves**). Return to the previous room and exit to the southwest, following the path to another room with a chest (**Wind**

Soulstone M). Double back to the save point now and exit the first area of the manse to the northeast. In this new area, there is a doorway to your left upon entering, which houses another chest for you (**Refreshing Jam**). Up the stairs, avoid the first room and enter the second to find a purple chest, which will yield a **Hasty Helm** when opened.

The next two rooms have nothing, so you can safely ignore them and head down the stairs nearby, where you will find another save point and a large doorway. Move past the doorway to spot one final chest for an **Olive of Life (M)**. That about wraps it up for this dungeon, so heal up, save and go through the doorway to face another boss.

BOSS - Omar

Omar comes prepared with two Footmen, although you see that Omar is in front and doesn't block any weaknesses, unlike Cyrus' boss (if you did that first). However, there is another mechanic in play here, which will be talked about in a little bit. At first, you will want to concentrate on the Footmen, since they can put out quite a bit of damage on their own. You have their normal attack, as well as Slice, which is a stronger version against one ally. Vacuum Slice will hit all of your characters and Violent Slash does random hits against your party from two to four times. They are weak to swords, axes, lightning and wind.



Omar will gain more shields upon recovering from a break (left); Hired Help's Mercenaries are a great tool to use in physical-heavy battles, due to them buffing the party's physical defense (right)

By now, you should have the majority of the Merchant's skills available to you. Of a particular note is the one called Hired Help. If you have never used this before, for fear of spending your money, it brings up a list of people you can summon into battle with a list of costs. Surprisingly, one of the better ones is the cheapest option, the Mercenary, for 150 Leaves. While the damage isn't anything to be proud of, since it does single digit most likely, the Mercenary will cast a party-wide defense buff. Boost it and the defense buff will last longer, plus you'll get more attacks from the Mercenaries.

As for Omar, his normal attack probably hits for around 200 damage, while Sideswipe hits the entire party for 3-400. His Money's Worth will summon the familiar dark aura, after which he will use Overhead Swing on a single character. This does massive damage and can also inflict Unconscious, so you might want to keep his shields low and break him before he has a chance to use it. Remember that extra mechanic mentioned in the opening paragraph? Well, whenever Omar recovers from having his shields broken, he will tighten his defenses, which will grant him two more shields, permanently. Omar is weak to **spears, daggers, staves, ice and light**.

He will do this twice, so while he starts with five shields, he can have a total of nine by the battle's end. So, the flow of the battle is to get rid of his Footmen, then reduce his shields to the point where you can easily break him whenever he uses His Money's Worth, so you don't see Overhead Swing. When he regains composure and increases his shields, fall back on the same tactic as above. Note that he can resummon his Footmen, but they will have half health and one less shield. Don't forget any debuffs, like Leghold Trap (which helps a lot), and buffing your own party members.



Overhead Swing, Omar's ultimate move, not only does big damage, but it can also inflict Unconscious

Upon felling Omar in battle, Morlock will be a better listener and leave town for good. Back in town, Ali will say he owes you a debt and mention the Merchants' Fair, which is held in Grandport. That will be your final destination, as Tressa opts to head for Victors Hollow next to find a treasure beyond her wildest dreams. That'll put an end to Tressa's second chapter.

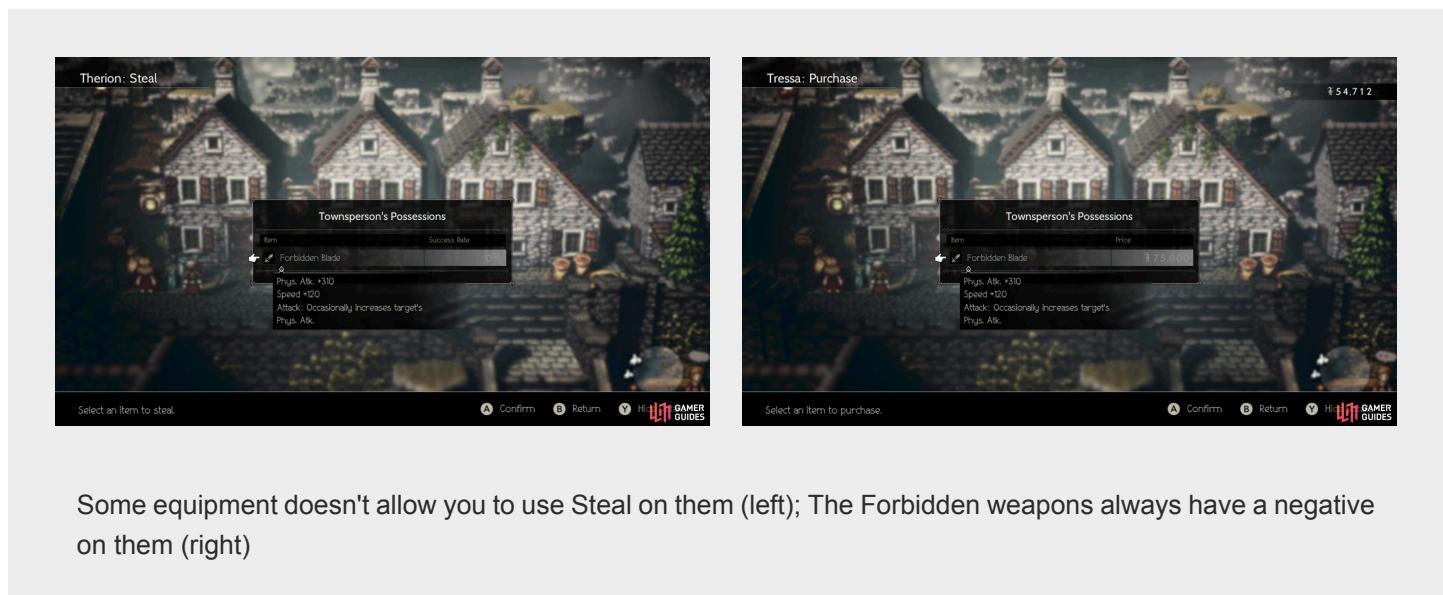
H'aanit's Second Chapter

H'aanit's second chapter takes place in Stonegard, which is to the east of Cobbleston. To get there, make your way to North Cobbleston Pass, then look to the southern end for an exit to North Stonegard Pass. When presented with an opportunity, you want to head east to find Stonegard. Now, you will probably get a prompt to start Cyrus' third chapter upon entering the town, but you don't want to do this yet, since it has a recommended level of 40. Before settling on H'aanit's second chapter, let's explore Stonegard a little bit.

Exploring Stonegard

The inn will be the first thing you see when you enter Stonegard, as well as a save point. Just north of the inn is the tavern, where you'll find a chest right outside of it (**Inspiriting Plum**). Before delving deeper, Stonegard is split into three different areas; Stonegard (the area you first enter from the world map), Stonegard Valleys (exit to the southeast) and Stonegard Heights (to the north). Sticking to the first area, there's a large building to the east of the tavern, which doesn't really have anything in it.

In fact, there really isn't much in the first area, so exit to the southeast to get to Stonegard Valleys next. This place has some nice stuff here, with the first NPC having a Shadow Bow for Purchase/Steal, although it's a fairly low percentage and a high price. The NPC in front of the Provisioner has a **Falcon Garb** and the guy in front of the equipment shop has something called the **Forbidden Blade**. The Forbidden class of weapons are quite strong, but they can only be bought with Tressa and each of them has a negative attribute to them. For example, the Forbidden Blade can occasionally increase the target's physical attack.



Some equipment doesn't allow you to use Steal on them (left); The Forbidden weapons always have a negative on them (right)

Check out the equipment shop here for some gear, like the Elemental Robes, which are nice and even increase elemental attack a bit. You can get some okay accessories from the cleric inside of the church in the southeast. Journey to the southwest corner to find a Side Story, **Up to No Good**. There are two ways to complete this Side Story, one of which is on the same screen as this one. For this solution, you will need either Olberic or H'aanit. If you look right above the peak of the roof of the old guy's house, you should see a man standing there (well, two, but you want the one on the right).

Go ahead and Challenge/Provoke him (his name is Tobias and only has a strength of two) to finish the quest. The other option will involve you using either Primrose or Ophilia, as you need to Allure/Guide a NPC. Teleport to Sunshade and standing near the Provisioner will be an Amnesiac Girl. Get her to follow you and return to Stonegard. Speak to the guy on the left that's harassing the old shopkeeper with this girl in tow for an alternate ending to this quest.

Objective	Reward
Helped stop the harassment for the old shopkeeper	5,000 Leaves, Guardian Amulet



Tip: The old shopkeeper has some nice accessories on his person that have a low chance for stealing, but aren't terribly expensive. These are very nice and will help greatly when equipped to your characters. Should you finish the quest, the old man goes inside of his house, so you would need to Challenge/Provoke whoever is standing out front in order to get inside. There's also a chest inside that has some **Spiked Armor** in it.

Back to the town of Stonegard, use the stairs heading north in either of the lower sections to get to Stonegard Heights. Coming from the Valleys area, there will be a big building straight north, with a chest on its left side (**Healing Grape M**). There isn't too much to steal from the NPCs here, with the exception of a few stat-increasing nuts and some mediocre weapons. In the northwest corner is a building with a NPC inside, who does have an Elemental Shield and Robe, which are decent enough to get (especially the robe). As you can also see, there are three more Side Stories here, with one being a continuation of a previous one you completed.

The Elderly Shopowner's Possessions

Item	Price
Mighty Belt	18,050
Elemental Augmentor	18,050
Ele. Atk. +100	18,050

Select an item to purchase.

Select A Confirm B Return Y Hide GAMER GUIDES

The elderly shopkeeper has some great accessories that are easier to Purchase

Noelle, Seeker of Knowledge (II)

Noelle, fresh from her revelation about Beowulf being real, is back again to find out if any new information has been found on him. In order to complete this side story, you will need either Cyrus or Alfyn. Head to the Stonegard Valleys section of town and in the bottom portion, there should be a NPC with a green shirt on, near the house that has someone standing in front of the door. This NPC you want is named the Wandering Minstrel and you need to Inquire/Scrutinize him to get **The Fortress of Everhold** information. Bring this info back to Noelle to finish.

Objective	Reward
Helped Noelle find new info on Beowulf	6,600 Leaves, Tough Nut (M)

Lost in Translation

The Bookbinder inside of the smaller house in the northwestern corner of Stonegard Heights is trying to read a tome, but it's in a language he doesn't understand. In order to complete this side story, you will need either Primrose or Ophilia. Fast travel to Rippletide and look for the Exotic Grandma on the small dock on the southern side of town. Use Allure/Guide on the Exotic Grandma to get her to follow you, then return to Stonegard Heights. Talk to the Bookbinder with the grandma in your party to finish the quest.

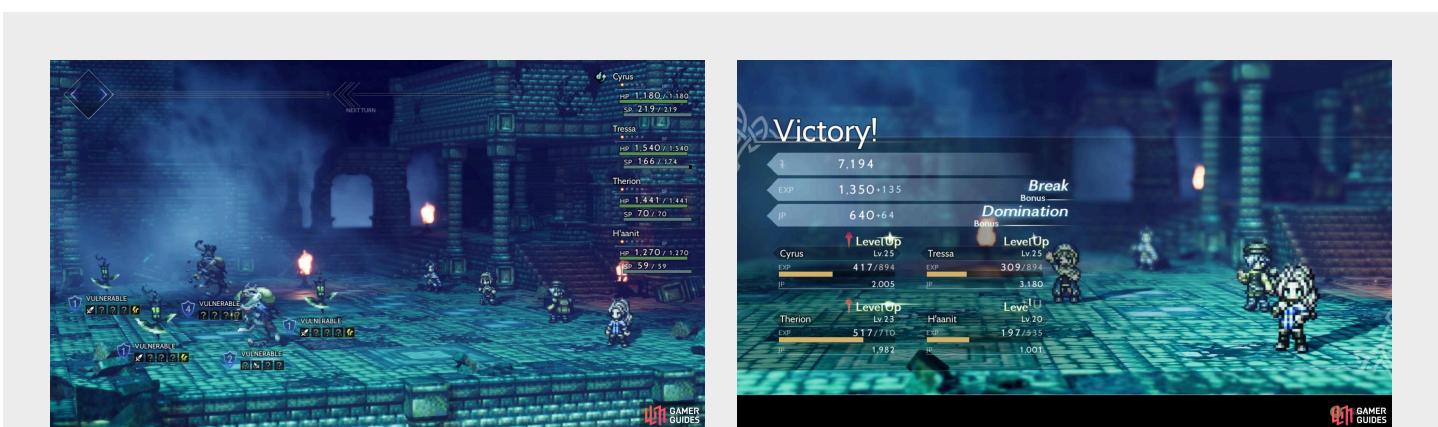
Objective	Reward
Helped translate the foreign tome	6,500 Leaves, Exotic Garb



Note: The Exotic Garb is a nice piece of armor of a spell-caster, as it will restore some SP at the end of each turn.

A Royal Secret

The Inquiring Youth in front of the fountain is studying the Ventus Dynasty, specifically the third king. He was renowned for his drawings and paintings, but suddenly stopped one day and the youth is trying to find out why. Before you do anything, you will need either Cyrus or Alfyn to complete this quest. Exit Stonegard and make your way to North Stonegard Pass, to the split paths towards the middle. Look at the signpost and locate the trail that leads to West Stonegard Pass. Here, you want to venture to the southern end of the map, but towards the lower of the two paths. This will lead to an optional dungeon called the Tomb of Kings, with a Danger Level of 25.



Maybe you'll get lucky and run into some Caipts during your exploring (left); Manage to defeat them before they flee will net you some big rewards (right)

Find the first save point in here and journey all the way to the west, until you reach the end. Climb the first set of stairs, as well as the second, then go to the right, where you should spot a purple chest in an alcove. Head up the stairs on the right side, then the ones in the middle to find a NPC standing there. This is the Nameless Gravekeeper and you will need to Inquire/Scrutinize him for the **Gravekeeper's Information** piece of data. That is all you need, so fast travel back to Stonegard and present this to the youth to finish the quest.

Objective	Reward
Solved the mystery of Ventus the Third	5,000 Leaves, Royal Crest

H'aanit's Second Chapter

That was quite a bit of extra work, so when you're ready to tackle H'aanit's story, head on over to the tavern and pick it from Hear a Tale. H'aanit has come to Stonegard to search for her master, Z'aanta, as it was the last place he mentioned in the only letter he penned to her. Being a much larger place than her hometown, H'aanit decides to head to the tavern and see if there are any traces of her master there. She gets a lead there and upon stepping back outside, Hagen runs off, so chase him you must.

Hagen hasn't gone too far, as he's near the bridge just to the east, where you see this Natalia lady in talks with someone. Of course, the bodyguard is in the way, so you'll need to Provoke him. With a strength of five, the bodyguard isn't too troublesome, and is weak to spears. So, use Linde to break the bodyguard (hopefully she'll use Pounce), then use a stronger monster when he is broken. Don't forget that you can use items during these duels, so keep an eye on your health. If you're having trouble, go outside of town and try capturing a few monsters, particularly ones that have a spear attack.

Up defeating the bodyguard, some more scenes will happen with Natalia, including one at her house. It looks like your master went inside of the nearby woods, so H'aanit decides to investigate there. When all of your preparations are complete, go to the Heights section and take the northeastern exit to the Spectrewood Path.

Spectrewood Path

Upon entering this area, you will see a chest located in an alcove to the north, which is just left of a save point (**5,000 Leaves**). There's another path south of the save point, but ignore it and continue east until a scene is triggered. It seems a landslide occurred some while ago and you'll need to find another way around. Approach that southern path now for another quick scene, where you'll be told to Provoke the trees in front of you. It turns the tree is actually a monster called Ancient One. It is weak to swords, so use Linde to break it, then use your boost to use another summon's attack to inflict big damage (or Linde if you don't have any others).



Capture one of the Ratkins in the area with H'aanit (left); to help make short work of the Ancient One solo fight (right)

Note that when the Ancient One recovers, it will change its weaknesses around, but it will always retain that sword vulnerability. Its normal attack and Wallop shouldn't be too tough to handle, but it can poison you with Toxic Dust and its dark aura skill is just Rampage. After defeating the tree, continue right, opening the chests along the way (**Fool's Gold Ore** and **Herb of Clamor**) and finding the entrance to the Spectrewood.



Tip: The Ratkin VI and Ratking I are great captures for H'aanit, as each of them can do triple strikes with their summons. It's a good idea to get some for later duels.

The Spectrewood

This place can be a little difficult to navigate, since the path is a bit obscured by the fog and it's a little more open-ended in design. As soon as you're presented with multiple ways to go, just past the save point, head up and to the first left to find a chest (**Refreshing Jam**). Continue to the northwest corner to find another chest, which has **6,000 Leaves** in it. Head east a little bit to spot a trail going north, so follow it to the end to find a chest hiding out there (**Copper-filled Pouch**). Make your way to the southern end of the map and you should notice a purple chest sitting in the middle of an enclosed space. There is an opening on the right side that will let you open this chest, which contains a **Fire Amulet**. The exit is to the northeast, where you find the save point. After a quick scene, you're put into a boss fight.

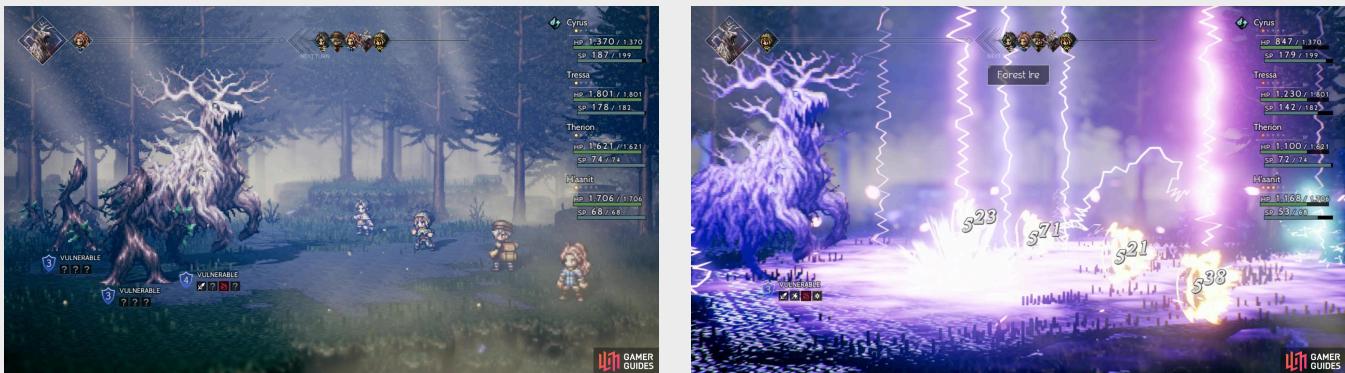
BOSS - Lord of the Forest

Enemy	Weaknesses
Lord of the Forest	Swords, Axes, Fire, Light
--	Spears, Daggers, Axes, Fire, Darkness
--	Bows, Staves, Fire, Wind

Enemy	Weaknesses
Weeping Treant	Axes, Fire, Lightning
Toxic Spore	Daggers, Fire, Wind
Flitting Fungoid	Spears, Ice, Darkness

Lord of the Forest can be quite annoying and a challenge, due to him changing his weaknesses and his potential few abilities. At the beginning of the fight, the Lord will use Life returns to the Forest to summon two lesser enemies, starting with two Weeping Treants. Later in the battle, he can summon Toxic Spores and finally, Flitting Fungoids. While these enemies aren't terribly dangerous, they do have attacks of their own, some of which can cause ailments. The Weeping Treants can blind characters with Blinding Sting, the Toxic Spores can put characters to sleep with Slumber Spore, and the Flitting Fungoids can silence the entire party with Silencing Root.

That's not mentioning the Spores can also buff all enemies' physical/elemental attack, so they are probably the most dangerous. Luckily, the Lord of the Forest doesn't gain more shields during the fight of his own accord (more on that later), but it does something a little different. After summoning the other enemies and should you break him when he has more than 50% HP, then he will use Circle of Life to consume an enemy if they are still alive. This heals him for 5,000 HP and gives him a temporary elemental attack buff. The only elemental skill it has is Forest Ire, which follows his dark aura thing and hits the entire party for lightning damage. It doesn't seem like breaking him will stop him from using Forest Ire, as he can sometimes use it after recovering.



The Lord will summon allies throughout the entire battle (left); Its ultimate attack is a damaging lightning move on your entire party (right)

So, whenever the boss summons more enemies, it's imperative you concentrate on getting rid of them as soon as possible and not break the boss in that meantime. The weaknesses of the lesser enemies are listed in the table above. This will make the battle much more manageable, as all of the boss' physical attacks are single target and you don't have to deal with the possible ailments the lesser enemies bring to the table. The Lord of the Forest's normal attack isn't too bad and Compost can inflict Unconscious, while Quagmire is the most damaging attack that can also inflict Silence.

Once the boss has less than 50% HP, he will use Consume Life upon recovering from a break, reducing a single character's HP to 1. This skill also increases his shield by one and it will change up his weaknesses. Fortunately for you, fire is a common weakness in all three sets, so anyone with fire skills can do some damage. He always starts the battle using the first set of weaknesses above, then randomly changes them after using Consume Life. Knowing the weaknesses will go a long way in this fight, since it will be easier to break him and deal massive damage. In fact, that'll be the main focus, as you don't want the battle to be prolonged and have to cut through 15+ shields to break the boss.

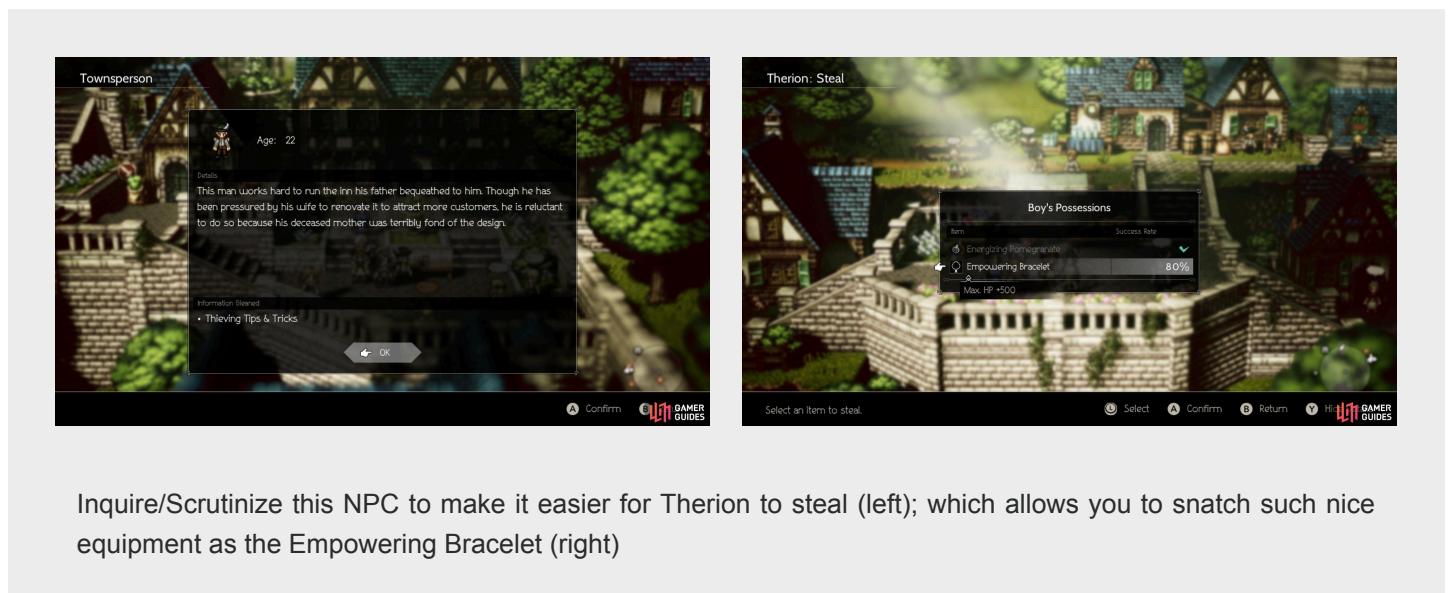
Upon finally delivering the final blow to the Lord of the Forest, H'aanit realizes he wasn't the Redeye and delves deeper into the forest. The shock comes as she finds her master, but he has been petrified. Before he succumbed to the ailment, he managed to write a note, telling you to head to Stillsnow next. Upon returning to town, go back to Natalia's house (next to the equipment shop) for more scenes, then approach the exit to the town for another and you'll be finished with H'aanit's second chapter.

Therion's Second Chapter

Therion's second chapter will have you travelling to Noblecourt, which is northeast of Atlasdam and Flamesgrace. If you have not been there yet, and you should have visited because of its close proximity to the Shrine of the Sage, start out at Atlasdam. From there, travel to East Atlasdam Flats, then to North Atlasdam Flats. Go northeast to Western Noblecourt Flats and you can simply journey a little more east to Noblecourt.

Exploring Noblecourt

Like with the other Chapter 2 towns, Noblecourt is split into an eastern and western half. Before doing any stealing with Therion, head into the eastern half of the town and look for a NPC with a green hat on the eastern end. Scrutinize this guy to up your stealing percentage, which should help a little bit in getting the rarer items. Return to the western half and let's begin exploring. There's a lady not too far from the main entrance to the town that has a **Soul Knife**, which has a very high Elemental Attack stat on it. The boy next to her has an **Empowering Bracelet**, which boosts a character's HP by 500.



Inquire/Scrutinize this NPC to make it easier for Therion to steal (left); which allows you to snatch such nice equipment as the Empowering Bracelet (right)

Down the stairs a little east of those people is an elderly woman blocking the entrance to a house. If you check out here wares, you see a nice piece of armor called **Sorcerer's Robe**. While this has a very low chance for pilfering it, the robe is a great piece of armor and should be gotten (restoring your reputation in Noblecourt costs 2,500 Leaves). You can also Provoke the woman (she has a strength of 6), but know she can be a challenging fight, because she has access to Fire Storm and Ignis Ardere, fire spells that hit two and three times, respectively. Inside of the house is a purple chest that contains **10,000 Leaves**.

There's a NPC inside of the other house being blocked, but that one doesn't have anything worthwhile. At the northern part of this section of town, there is the Provisioner and a save point, as well as a house to the west that you can't approach yet. There is also a Side Story that can be started on the bridge that connects to East Noblecourt, titled [In Search of Father (I)]. You will be getting to this in a little bit, so just enter East Noblecourt for now.

In the tavern, you will find that two of the NPCs that you can Inquire/Scrutinize will give you some new stuff for sale in the equipment shop and a discount at the inn. The one patron has an **Imperial Vest** for Purchase/Steal, which has some good stats on it. There is another NPC standing at the bottom of the stairs just east of the tavern that has **Elemental Heavy Armor** on him, so steal that if you can. That's about it for exploring the town, other than checking out the equipment shop, if you want. It's time to move onto the Side Stories, of which there are four in the entirety of Noblecourt, but only three will be completed right now.

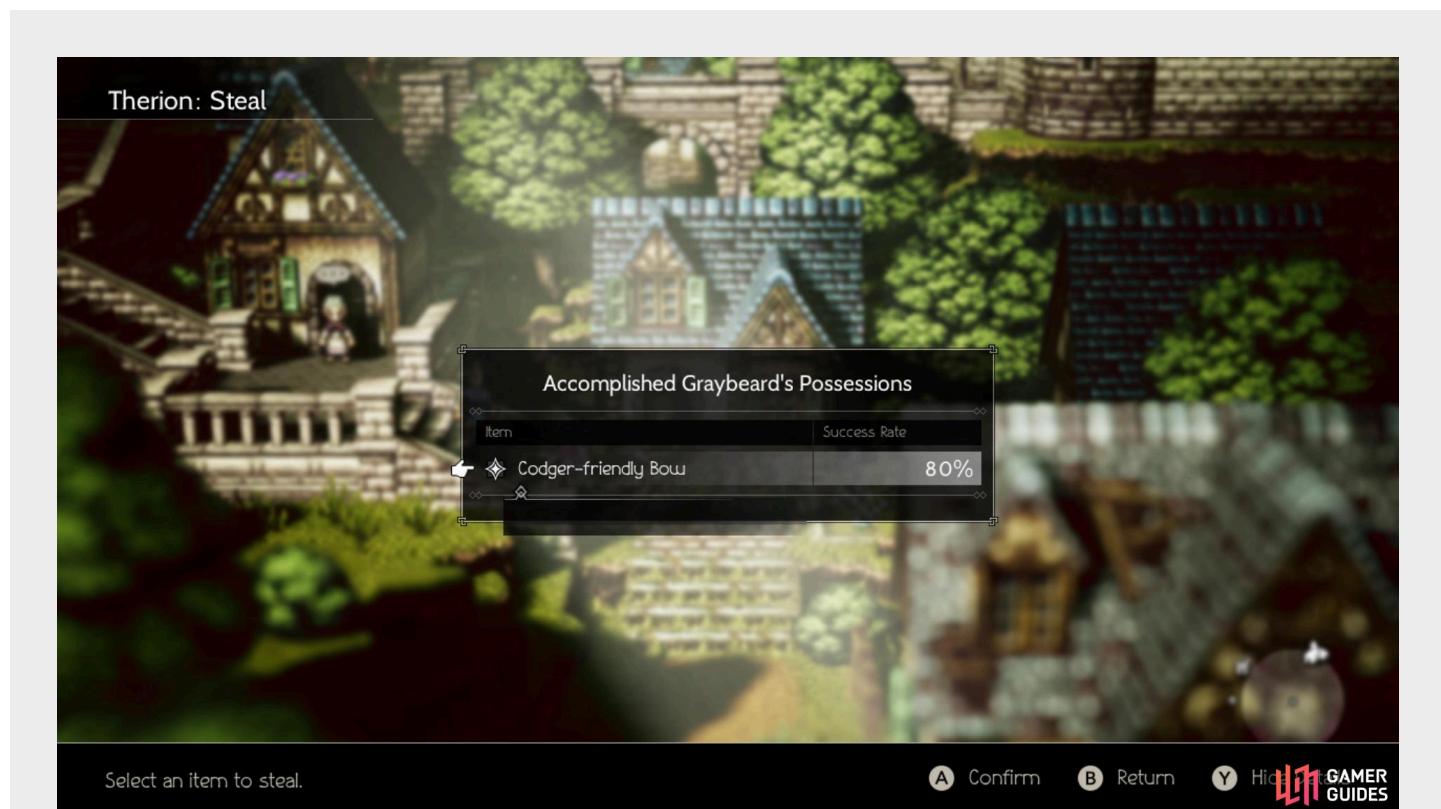
In Search of Father (I)

Kit, who you gave the Healing Grape to back at the beginning of the game, is on a search for her father, but has gone as far as he can right now. It seems like he is looking for a band of adventurers to join, so head to the tavern and get either Ophilia or Primrose for this quest. Head into East Noblecourt and just down the stairs in front of the tavern is a NPC named Aspiring Actor. Either Guide/Allure him and bring him back to Kit to finish the quest.

Objective	Reward
Helped Kit find a traveling troupe	4,500 Leaves

The Gravekeeper's Grief

In the graveyard of East Noblecourt is a gravekeeper that is having problems keeping a troublemaker away from the place. If only he could find a way to keep the grave robbers away, as he isn't as young as he once was. Return to the western side of Noblecourt and in the southeast corner is a NPC named Accomplished Graybeard that has a **Codger-friendly Bow** for Purchase/Steal. Use Therion or Tressa to acquire this item, then give it to the gravekeeper to complete this side story.



One of the solutions requires you to buy the Codger-friendly Bow from this NPC in western Noblecourt

There is another solution for this Side Story, which will involve you having either Olberic or H'aanit in your active party. Leave Noblecourt via the normal exit, to Western Noblecourt Flats, and right before the path leading to the Shrine of the Sage, you should see an NPC. Challenge/Provoke this NPC (strength of three, so not a hard fight at all) and upon defeating him, the quest will be over.

Objective	Reward
Helped the gravekeeper keep a robber away	4,500 Leaves, Gravekeeper's Mark

Theracio's Tutelage (II)

If you finished Theracio's first quest in Atlasdam, then you will find him at the eastern end of East Noblecourt. He is continuing his journey to teach as many children as possible, like the ones next to him, but he is lacking the tools to do such a thing. For this side story, you will need either Tressa or Therion, and you will require a NPC called the Junk Collector. This NPC is rather hard to find, since he is slightly hidden by the surroundings in East Noblecourt. Just north of the tavern is a large mansion and if you look on the western side, you should see the Junk Collector standing in front of a window. Steal/Purchase the **Tools of Learning**, then bring them to Theracio to finish the quest.

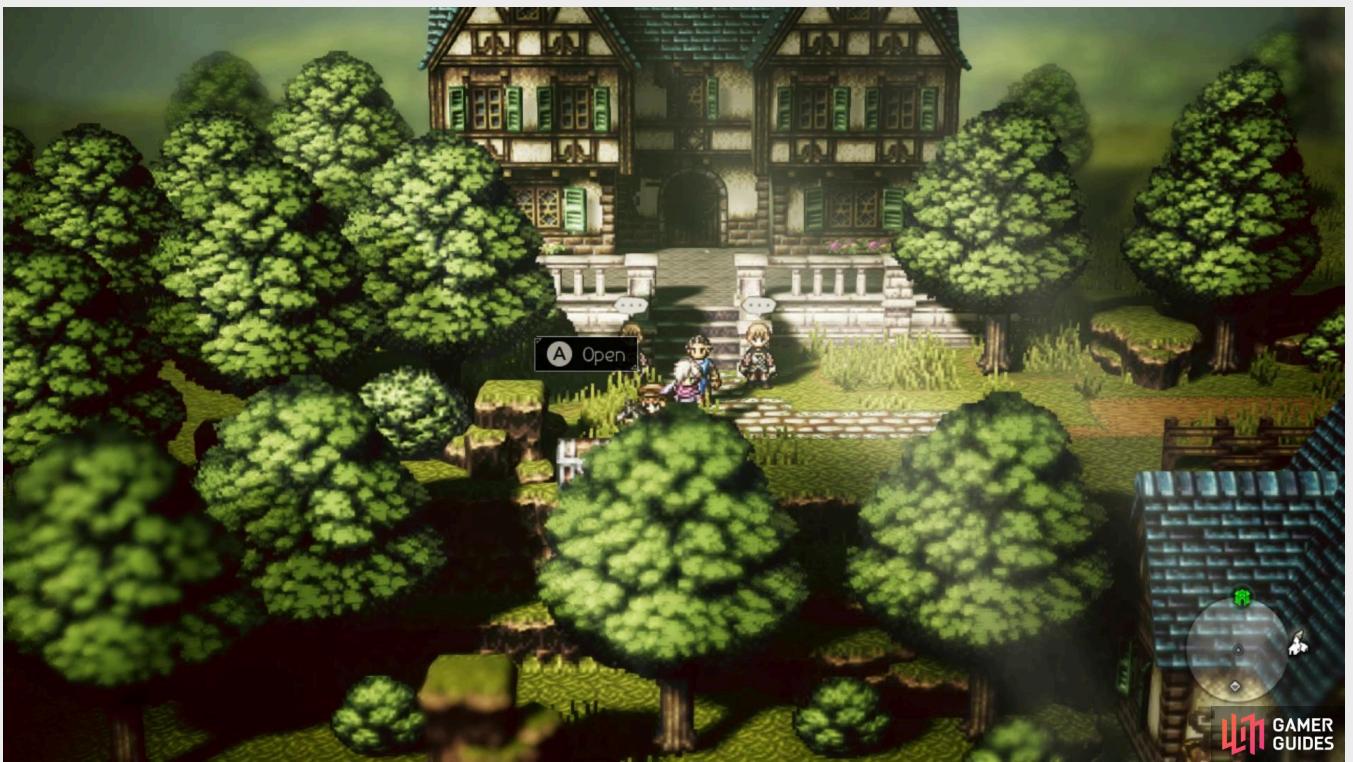
Objective	Reward
Helped Theracio acquire some learning tools	6,600 Leaves, Invigorating Nut (M)

Therion's Second Chapter

With all of that out of the way, head to the tavern and start Therion's second chapter. Therion overhears two townspeople talking about a creepy mansion in the northwest part of town, where some scholar named Orlick lives. Apparently, he spends all of his time locked in his study, looking at some shiny, red stone. This mansion is located in the northwestern corner of the western part of Noblecourt, so approach it for a scene, then it's off to the tavern with you. Once again, you overhear some patrons speaking about Orlick and learn of a partner he had named Barham.

You will need to hunt down this Barham fellow, so return to the western section of Noblecourt and venture to the southeast corner to find a dilapidated building. Approach it to find Barham, who tells you how to enter Orlick's mansion, but he will only hand over the password if you help him first. He needs some pure water from a Sunlands Merchant that comes into town, so head to the market area (near the entrance to the town) for a quick scene, then you can steal the **Oasis Water** from the merchant.

Bring this back to Barham and you will find out your password, or rather, not before you do another favor for him. This time, he needs a wyvern scale, so head into East Noblecourt and look for the merchant in the garden area of the large mansion. Steal the **Wyvern Scale** and return to Barham once more. Of course, Barham requires one last item, some kind of ore, so journey to the Provisioner to find one more merchant. Snatch the **Crystal Ore** and deliver it to Barham. He will finally tell you the password, as well as hand you over a key you need to use inside of the mansion.



Although it isn't anything special, this chest is inaccessible until you start Therion's second chapter

Head on over to the mansion now to be stopped by the guards outside, who will ask for the password. Therion gives it to them, allowing passage inside. Note that there is a chest with an **Herb of Clamor** in the southwest corner by the guards, which is only accessible upon starting Therion's second chapter.

Orlick's Manse

Orlick's Manse is set up just a tiny bit differently than other dungeons, as it has some areas that are cut off from the others. Upon entering, head left to find a save point, some stairs and a door on the bottom floor. Go through the door for now and you'll see a chest in the corner of the room, so open it for a **Healing Grape Bunch**. Climb the stairs and enter the room here for another chest, which contains a **Light Soulstone (M)**. Return to the first area and climb the stairs, opening the chest to your left for **3,000 Leaves**.

In the first room up here, there will be another chest, containing an **Olive of Life**. The next room to your right has yet another chest, so open it (**Inspiring Plum**) and continue east, passing through the large doorway at the end. Don't worry about any of the rooms on the second floor here and just continue to the right, where there will be some stairs at the end. Ignore them right now and enter the room across from them to find nothing. If you look closely, though, there is an opening towards the upper left, bringing you to another room that has a purple chest (**Lightning Amulet**)

Back outside, descend the stairs and open the chest behind the larger table for a **Refreshing Jam**. Exit to the south to come across a save point and a locked door. Approach it for a quick scene, then enter the room beyond to find the Ruby Dragonstone. When you get close enough, a scene will take over and a boss fight ensues.

BOSS - Orlick

Orlick comes with two bodyguards, who will be protecting his weaknesses. Thus, you will need to defeat both of them before you are able to bring down his shields, although you can guess his vulnerabilities while he's guarded. As for the bodyguards, they only attack physically, with two attacks being single target and one randomly attacking up to four times. They are weak to swords, staves, ice and darkness, so use those to break them and quickly take them out, as Orlick will

be pelting you with his attacks while they're still alive.

Orlick only has a few attacks in his arsenal, like his normal attack and Magic Missile, which hits one ally for decent magic damage. There is also Rage, which hits your entire party for physical damage. Lastly, you will see him cast Augmentation, a skill that increases both the physical and elemental attack of himself and any other foes on the field. This can be a fairly bad thing, as the increase in damage can cause problems. The fight will continue as above until you get Orlick to half health, after which, he will use Activate Construct to summon a golem.



Orlick buffing his attack power will always be a problem (left); At half health, Orlick summons a golem to join in the fight (right)

Summoning his golem will also cause Orlick to channel his arcane energies, which will spawn the familiar dark aura. This will be followed up on his next turn with Magic Grenade, a magical attack that deals some big damage to everyone. The best thing to do is keep a few shields around until he summons his golem, then break him before he has a chance to pull off the above attack. The golem doesn't do much, as its physical attacks only hit a single character, but it can use Lightning Bolt to deal lightning damage to the entire party. It is weak to daggers, bows, fire and wind. Orlick, himself, is weak to **spears, daggers, axes, wind and light**. Note that Orlick can waste a turn trying to summon another golem, as he can only do it once.

With Orlick knocked unconscious, Therion snags the Ruby Dragonstone and returns all the way to Bolderfall to give it back to Miss Ravus. After some banter back and forth between the group, Therion finds out that his next destination is Wellspring and is surprised that Heathcote knows about the Black Market. Thus, the end of Therion's second chapter has been reached.

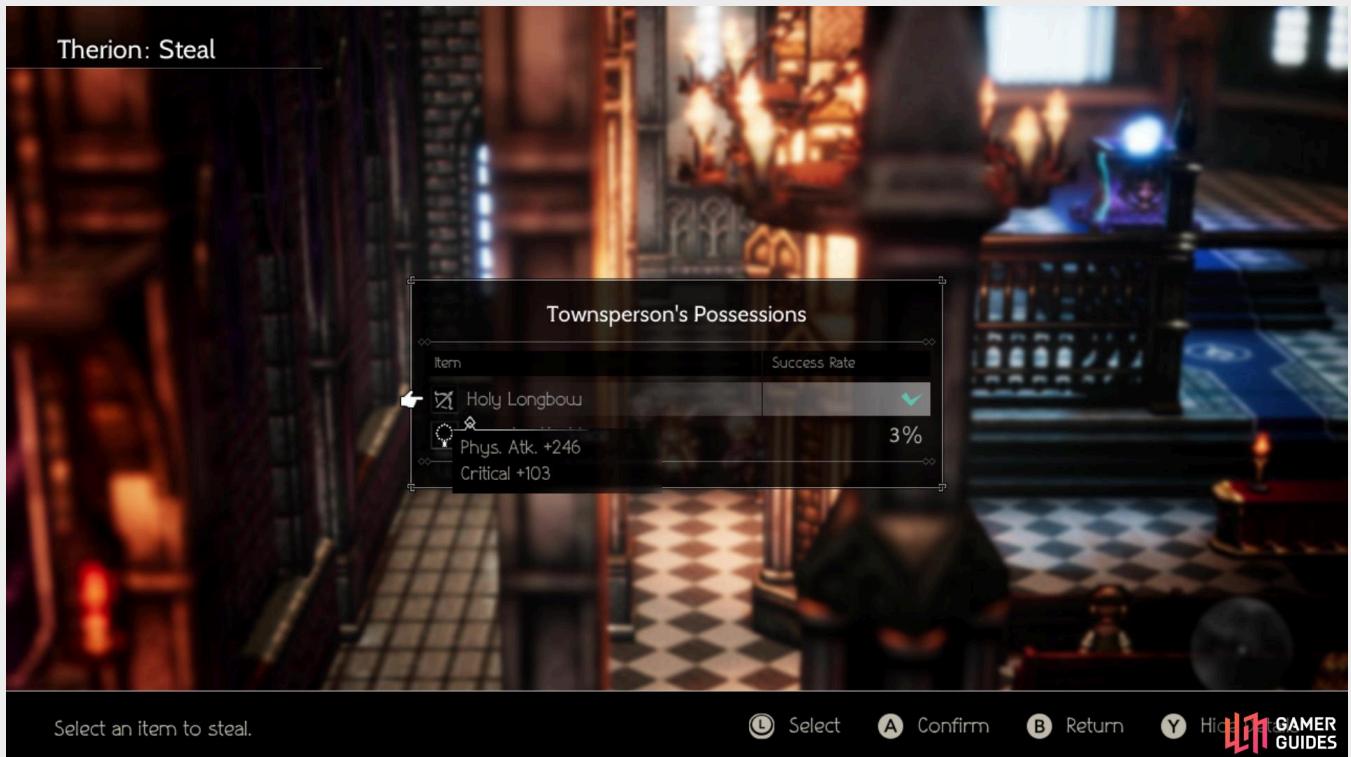
Ophilia's Second Chapter

Ophilia's second chapter will take you to Saintsbridge, which can be found southwest of Clearbrook. If you haven't been there yet, take the exit out of Clearbrook and make your way southeast to South Clearbrook Traverse. It is here that you'll want to find the path west-southwest to East Saintsbridge Traverse. If you remember, the Shrine of the Healer (Apothecary) was in this zone and not too far northwest of there is the city of Saintsbridge.

Exploring Saintsbridge

As usual with the Chapter 2 towns, Saintsbridge is split into two sections, the main section to the south and Upstream to the north. Note that the repair cost for reputation in Saintsbridge is a whopping 8,000 Leaves, so be careful about ruining it. You've been three other towns already, so you got a fair share of good equipment from them. There's not much to be had from the southern section of Saintsbridge, although if you journey all the way to the docks in the southwest, you can find an old man at the end that has a **Bridge Lance**. In the house next to the Provisioner is a chest that contains an **Inspiriting Plum (M)**.

Make your way to Saintsbridge Upstream to find a bunch more people from which to pilfer. There's a few items worth it in this section of the town, so start off by venturing west and looking for two older ladies in front of a house talking. The one on the right has a **Rainbow Robe** and **Elemental Hat**, both good items. Continue north to the tavern and north of that will be a building you can enter, which has a chest inside (**Heavy Coin Pouch**). East of there will be the cathedral, so enter it to find more people that are willing to empty their pockets for you.



Although a low steal percentage, the Holy Longbow is quite powerful and an excellent addition to your arsenal

Before doing anything, loot the two chests off to either side of the main aisle for an **Herb of Valor** and **Olive of Life**. Now, there is a NPC standing near the chest on the left that might have something you are looking for, a **Holy Longbow**. You have a low chance to steal this and you can't purchase it with Tressa, so you need to make up your mind as to whether you want it or not. That about sums it up for exploring Saintsbridge, so let's tackle the Side Stories here next.

The Pilgrims' Plight

This Side Story begins inside of the cathedral, where the cleric mentions that some ruffian has been extorting coin from travellers making their journey to Saintsbridge. Head outside of the city, to East Saintsbridge Traverse, and you will find said Ruffian pretty much right there. To complete this quest, you will need to Challenge/Provoke him with Olberic or H'aanit. Win the battle (strength of four, so it should be fairly easy) and the quest will be finished.

Objective	Reward
Took care of the ruffian extorting coin	6,600 Leaves, Refreshing Jam

The Worrywart

You can find the Worrywart on the bridge on the western end of the southern section of Saintsbridge. He thinks the water level is rising and that it might never stop rising. For this quest, you will need either Alfyn or Cyrus, so get one of them and exit to East Saintsbridge Traverse. Travel east to the save point, then go straight south until you see a man standing by the river. This is the Assiduous Scholar and you need to Inquire/Scrutinize the **Early Ice Thawing** information from him. Upon getting it, return to the Worrywart in Saintsbridge to finish.

Objective	Reward
Subsided the Worrywart's fears	6,600 Leaves, Invigorating Nut, Resistant Nut

Meryl, Lost then Found (II)

Meryl can be found in front of the Provisioner and is being harassed by the Erstwhile Sellsword standing next to her. To complete this Side Story, you will need either Olberic or H'aanit, as you need to Challenge/Provoke the Sellsword. He has a strength of five, so he shouldn't be too rough to deal with, but keep an eye on your health. Unfortunately, the battle is longer than usual because of his weaknesses, since Linde can't strike any of them, making the battle slightly more challenging for H'aanit. He is weak to axes and bows, though, so if you have access to those, don't be afraid to use them. Upon defeating the Sellsword, the quest will be over.



Being weak to axes and bows makes this an easier duel for Olberic, since he can use all of his weapons

Objective	Reward
Defeated the pestering Sellsword	6,600 Leaves, Resistant Nut (M)

Daughter of the Dark God (II)

The final Side Story you will be finishing right now is on the wooden bridge on the western side of the southern part of town. Lyblac, the woman from Bolderfall, says some things, then scurries off, with Alphas, the man who seems enamored by her, comes into the picture. There is really nothing to go by for this quest, but you will need either Alfyn or Cyrus to finish. Inquire/Scrutinize Alphas to find the **Alphas's Poem** piece of information. With this, make your way to the cathedral and there will be another person standing off to the right in front of it. Talk to Flora and you will be able to hand her Alphas's Poem, which will put an end to this quest.

Objective	Reward
Found Alphas' other half	10,000 Leaves

Ophilia's Second Chapter

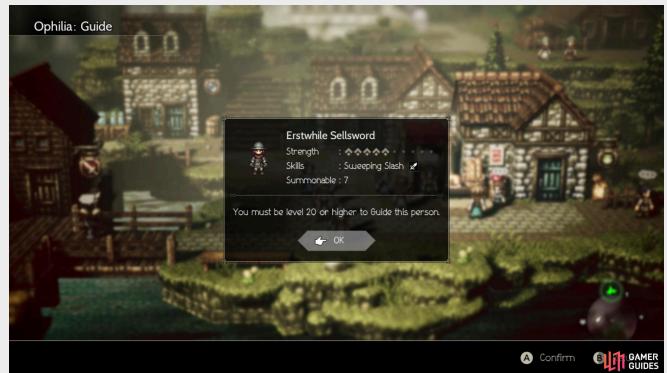
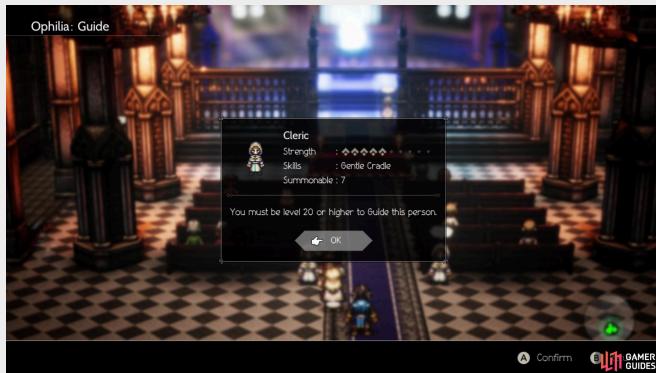
You're pretty much good to go now, so head on over to the tavern and start Ophilia's chapter. Ophilia meets with Bishop Bartolo, then journeys to the cathedral together. She will perform the Kindling, then go off to see the town. Before leaving

the Cathedral, you can see that Bartolo is another NPC you can interact with. He has a **Staff of Wonders** on him to Purchase/Steal if you want, but exit the cathedral and start heading south. Eventually, you will run into some kids, two of which are bullying a third.

It appears the one kid, Emil, being pushed around lost one of the others' brooch, so Ophilia helps Emil by trying to find it. After having no luck, it's time to have a word with Derryl, whose house is located north of the tavern. Go inside and speak with Derryl, then you'll have to use Guide on him afterwards. Bring him back to where you first found him for some scenes, with you ultimately having to chase both Emil and Derryl into the forest, where dangerous monsters await. The Murkwood is located to the far west of the northern area of town.



Tip: Before leaving for the Murkwood, it's a good idea to get someone to Guide for Ophilia. The Erstwhile Sellsword is a fairly competent one with an all-enemy sword attack, while the one cleric on the left just inside the cathedral is another decent summon.



Gentle Cradle is a 1500 heal for the party, which is always helpful (left); while Sweeping Slash is just a nice hit-all attack (right)

Murkwood Trail

Upon entering the first area, just follow the trail ahead of you and open the chest along the way (**Herb of Awakening**). Continue west, then south and when you see a small ramp heading west once more, go down it and make a U-turn back to the east to find a chest (**Inspiring Plum Basket**). Keep going on the trail until you come to a save point, as you can see a chest to the left of it. The opening for this is just left of the save point, so grab the chest for **3,500 Leaves**. Save your game and enter the Murkwood.

The Murkwood

At the very beginning, the path will split, so head left first and you will find a chest off of that trail, to the left (**Inspiring Plum**). Double back to the beginning and check the path on the right, which will pass under an arch. Keep going straight to the east to find another chest (**Olive of Life M**). Back at the entrance, locate the river to your west and follow its bank north until you run into another chest (**Energizing Pomegranate M**). Now, find the path that leads to the northeast, where you will find a save point.

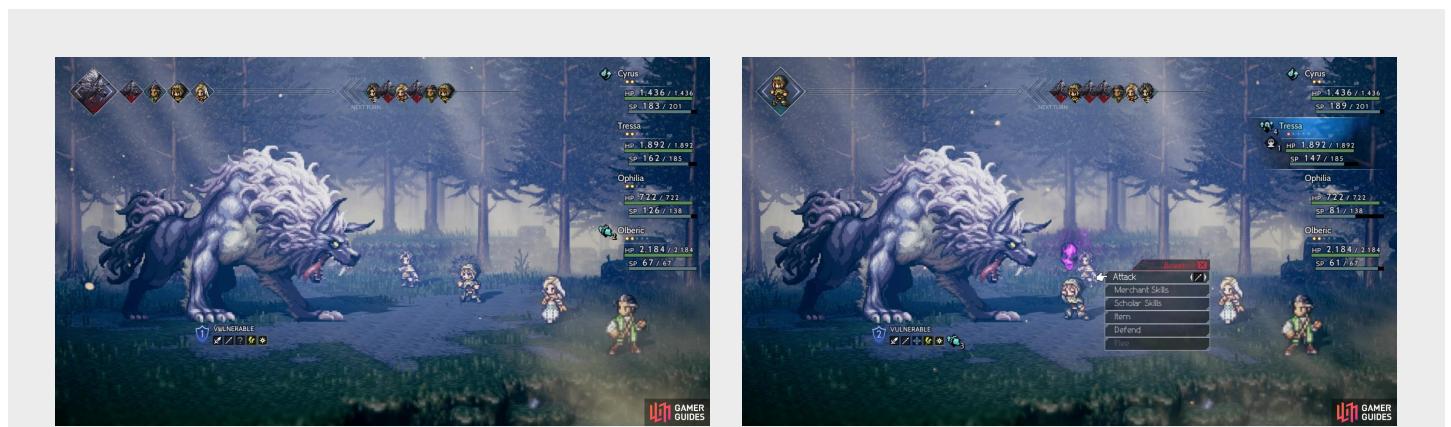
While hugging the left side, go north a little bit and look for the trail north of the save that will bring you back west and to a chest (**Kite Shield**). Return to the save point and continue east this time. Eventually, you will spot another chest to the north of you, which contains a **Healing Grape (M)**. Venture south now and when you see the first way going right, take it to

find a purple chest to the north (**Clarity Stone**). Double back to where you went on this path and continue south to a split.

Heading right here brings you to another chest (**Healing Grape Bunch**), while left delves deeper into the dungeon. You will pass another chest, but you can't get it right now, so keep going left to find a circular trail. In the top left corner of this circular path, you can find a slightly hidden way to the left for a chest (**5,000 Leaves**). Find the save point nearby, using it, then go down the tiny ramp to the right of it. If you head right, you can find the trail that leads to the chest you saw earlier, which contains a **Psychic Staff**. Just north of that will be Emil, triggered a scene and a boss fight.

BOSS - Hroditnir

This oversized puppy is alone, which is a nice thing after the last few boss fights, but don't let that distract you from the boss. He'll begin by howling, which allows it to gain two actions per turn, so you'll want to keep an eye on your health at all times, just in case. Overall, this boss has a pretty simple pattern and doesn't seem to have many skills to use. Bestial Claw is a party-wide physical attack that does decent damage, while Bestial Fang only targets a single character, but this one has a chance to lower your physical attack. Sharpen Claws is a buff Hroditnir can use on himself to up his physical attack.



Multiple actions per turn is the boss' greatest strength in this fight (left); Those inflicted with Terror cannot use Boost at all (right)

Should you break Hroditnir, then upon recovering from it, he will gain two more shields. He can only do this to the point where he'll have 11 shields in total, so it won't go any higher than that. At half health (yellow name), Hroditnir can become very dangerous, as he'll howl again and gain an extra action on every turn. This means he can act three times on every turn, which can be extra dangerous now that he gained another skill to use. Night Howl doesn't cause any damage, but it lowers your physical defense and can also inflict Terror (you can't boost).

This battle essentially boils down in trying to defeat Hroditnir as fast as possible, as a prolonged battle only works in his favor. Piling on the damage while he's broken is the ideal point, especially because it will be a little more challenging to break him the next time. Once he reaches 50% HP, you will want to make sure you keep a healer on call, just in case. A triple action turn could consist of something like Sharpen Claws first, followed by Night Howl and Bestial Claw. This combination can do some damage, but hopefully you are buff enough at this point to withstand it without much trouble. Hroditnir is weak to **swords, spears, ice, lightning and light**.

Emil ends up finding Derryl's brooch after the battle is over, then everyone returns to town. Return to the Cathedral for a quick scene, then there will be one more, before Ophilia mentions that the next stop is Goldshore. This will bring an end to Ophilia's second chapter.

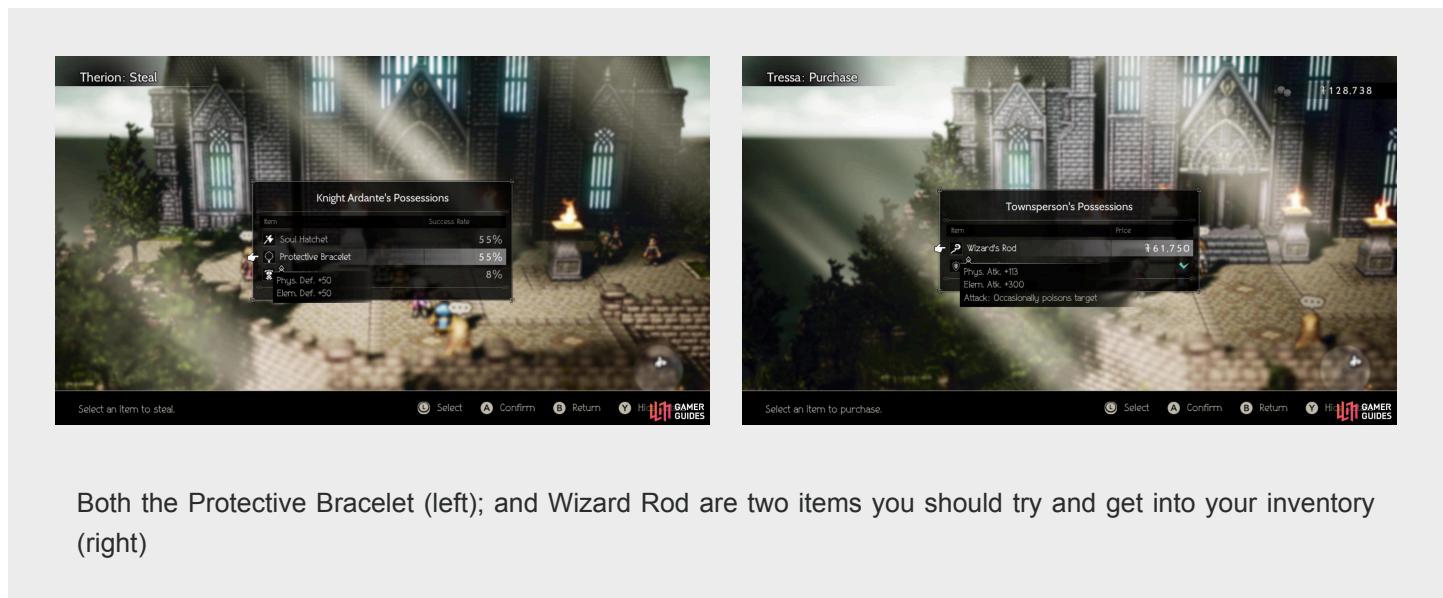
Alfyn's Second Chapter

Your destination for Alfyn's second chapter is Goldshore, which is located northeast of Stonegard. From Stonegard, exit to North Stonegard Pass and when you can, journey north to Moonstruck Coast. Keep going north, but veer off to the east a little bit to get to West Goldshore Coast. From there, Goldshore will be to the east.

Exploring Goldshore

With a name like Goldshore, you expect at least some goodies to be had. Of course, the very first NPC has such an item, a **Dragon's Vest**, which has quite good defenses but a low steal rate. Now, the reputation repair rate in Goldshore is a tiny bit steep at 7,000 Leaves, so be careful about wasting too much money here. The house to the right of the Provisioner has a chest inside, containing an **Inspiriting Plum**. There's also another chest inside of the tavern, which is holding an **Olive of Life**. There is also another chest cleverly hidden behind the tree to the left of the tavern (**Thunder Soulstone M**).

The southern section of town has been a bit of a bust, so head north to Goldshore Manor District. Note that the lady right before the bridge sells you the Forbidden Bow; the downside to this Forbidden weapon is that increases your encounter rate. Check out the equipment shop to the left, which has Elemental Robes for sale, and for a fairly decent price. Now, head up two sets of stairs to the right of where you entered to find a chest sitting next to a house (**4,500 Leaves**). North of that building is another one, which has another chest sitting on its left side (**Herb of Clamor**). The final location in this area is in front of the cathedral.



Both the Protective Bracelet (left); and Wizard Rod are two items you should try and get into your inventory (right)

The guard in front has a **Soul Hatchet**, which might be nice, but the better item is the **Protective Bracelet**, as it boosts both physical and elemental defense by 50. Even better, the NPC to the left of the guard has a **Wizard's Rod**, sporting a whopping 300 Elemental Attack. On the far left side of the cathedral, to the left of the Wizard Rod NPC, is a chest that's hard to notice (**Energizing Pomegranate M**). Inside of the cathedral, there are two chests to be opened, one next to a pillar on the right side (**Olive of Life**) and another in the left room (**Inspiriting Plum Basket**). Head up to the front and towards the flame, then look to the right to spot one final chest, which contains an **Herb of Light**.

Le Mann, Explorer Extraordinaire (II)

There are four Side Stories to be gotten while in Goldshore, but they either require you to visit areas you might not have access to or need you to head into a higher level dungeon that might be too dangerous right now. Return to the first area of town and look towards the northeast to see a Side Story on the small, wooden bridge. This is Le Mann, who you might remember from Rippletide. It seems he is feeling a bit homesick and needs a nudge to continue his journey. Fast travel to Rippletide and look for a man named Harris, knowing you will need either Primrose or Ophilia to complete this quest.

Harris is located near the inn, which is to the south of the shops and tavern. Either Allure or Guide him to get him to follow, then return to Le Mann in Goldshore to finish up the quest.

Objective	Reward
Gave Le Mann that extra push to continue his journey	6,600 Leaves, Fortifying Nut (M)

The Merchant's Path

Head back to the northern part of Goldshore and look for the northern of the two Side Stories up here. The Merchantry Master is having some trouble with some bandits and may have difficulty getting stock in for his customers. To complete this quest, you will need either Cyrus or Alfyn, so get one of them into your party and head to West Goldshore Coast. Cross the bridge north of the save point and you will see a NPC on the other side. Scrutinize/Inquire him to see a piece of information, **A Safe Route**, that will be useful to the questgiver. Hand this info over to him to finish the quest.



The location of the NPC you Inquire/Scrutinize for information (left); The location of Drevon (right)

There is an alternate solution to this Side Story, which involves having either H'aanit or Olberic in your active party. You need to search the town for a NPC named Drevon, who is the aristocrat-looking fellow in front of the cathedral. Challenge/Provoke him, who should be easy considering he's pretty weak, to finish the quest.

Objective	Reward
Found a safe route for the Merchantry Master and his merchants	11,000 Leaves, Slippery Nut, Light Nut

Alfyn's Second Chapter

That's all for Goldshore, so head to the tavern and start up Alfyn's second chapter. As Alfyn takes in the sea air, he overhears some townspeople talking about people who have been getting sick. It appears another apothecary is in town, but before Alfyn decides to go ahead and meet her, a young child captures his attention. Her sister is sick, so go inside the house just north of you to find out what's wrong with her. By chance, you see the other traveling apothecary, who helps the young girl and when you arrive, you're chased out of the house.

Head north to the Manor Distract for another scene, where we finally meet this other apothecary in person. Go to the beach afterward for another scene, then the northern part of town for one more. It looks like Alfyn will help Ellen's poor mother, with him checking out Flynn and figuring out the true cause of the cough. Marlene, Ellen's mother, doesn't know about the moss, but suggests asking around town. There is a man in front of the tavern that you can use Inquire on, which gives you information on Vanessa's destination, as well as another person in front of the large house just east of the cathedral, who speaks of Glowworm Moss. This puts your destination as the Caves of Azure to the east (the exit is across the bridge next to the tavern).



We finally get to see Vanessa's angle

Road to the Caves of Azure

As soon as you enter this area, look for an opening to the north that will bring you to the south and a chest (**Heavy Coin Pouch**). Follow the path until you come to a split, where you will want to head south to find a chest at the end (**Energizing Pomegranate**). The other trail will bring you across a bridge and once on the other side, venture south to find another chest (**Purifying Seed**). Journey to the north to eventually reach the Caves of Azure.

The Caves of Azure

Not far from the entrance to the caves is a save point, where you can go one of two ways. You should see a blurry silhouette of something to the north, but ignore that for now and take the southwestern path to find a chest at the end (**Purifying Dust**). Head north from the save point now and as you get closer, you see that the blurry object is actually a chest, a purple one in fact. Go ahead and open it (**Falcon Garb**), then continue southeast of the chest, along the northern path.

As the path bends to the north, you should spot another chest in the upper right corner of your screen. To get to this, you need to find the hidden path behind the plant right when the trail diverges to the east; this chest contains a **Spiked Armor**. Return to the entrance of the secret path and head east, following the trail until it will eventually bring you to a torch. There's a path leading to the southeast that'll bring you to another chest (**Ruinous Dust**). All that is left is getting to the back of the cave, where Vanessa is waiting for you.

BOSS - Vanessa

Vanessa is accompanied by two Sellswords, who are protecting her weaknesses, so you will need to defeat them before you can start working on her shields. The Sellswords are mainly physical, so upping your physical defense will work pretty well for this battle. Sideswipe is the only attack of theirs that will hit everyone, while Wild Strike hits random targets from four to six times. They are weak to swords, bows, ice and light, plus have six shields and a fairly healthy amount of HP.

Once you get rid of the Sellswords, Vanessa's weaknesses will be exploitable, which are **spears, axes, fire, wind and darkness**. Physically, she is weaker than the Sellswords and has a variety of attacks in her arsenal. She has a normal attack, as well as Huff and Puff, both dealing physical damage to a single ally. Concoc Poison sounds exactly as the name suggests, which will inflict poison on a single character. The same is true for Concoc Sedative, which inflicts sleep. Concoc Stimulant will buff the entire enemy party with a physical attack buff.



Concoct Stimulant buffs all enemies' physical attack (left); Concoct Explosive is Vanessa's most damaging move, which isn't too much (right)

Vanessa will also use Concoct Explosive to deal decent damage to the entire party. When she gets to around half health (yellow name), Vanessa will use Concoct Restorative to bring back the Sellswords, who will have their full health and shields. Luckily, she can only use this skill once during the entire battle, so quickly get rid of them again before they have a chance to do any harm. She doesn't have any ultimate attack, so the battle should be a lot easier once you get rid of her Sellswords the second time.

Alfyn will give Vanessa a little help in making sure she doesn't escape, thanks to some slumberthorn. After picking some of the moss, you will automatically return to Goldshore. Make your way back to Ellen's house for a scene, then some more will happen and that will bring an end to Alfyn's second chapter, with his next stop being Saintsbridge.

Primrose's Second Chapter

Primrose's second chapter will take place in Stillsnow, which is found to the north of Flamesgrace. Surprisingly, considering the region and everything, it's probably shorter to go from S'warkii than to set out from Flamesgrace. Exit the town to North S'warkii Trail, then go west at the split to eventually get to West S'warkii Trail. In this area, go west at the first sign, then north at the second to find yourself in East Victors Hollow Trail. There will be another sign immediately upon entering, pointing to Stillsnow in the east. Just head straight east in Western Stillsnow Wilds and you will eventually come to Stillsnow.

Exploring Stillsnow

Upon entering the town, the inn and shops will be right there, so feel free to browse to see if you can upgrade any equipment. Head inside the tavern next to find a chest in the northwest corner (**Olive of Life**). To the right of the tavern are some NPCs, two of which will start Side Stories, but ignore them for right now and Scrutinize/Inquire the NPC along the bottom of the map to get the **Dragon of the Frostlands** information (not used for any side stories here, but good to have). The person hiding behind the snowman not far off will unveil a hidden item on the map, so make sure you Scrutinize/Inquire him.

There's one more NPC to the right of the small house nearby, who has a **Bishop's Hat** for Purchase/Steal. Inside of the house is a woman who is holding the Forbidden Dagger. Remember you can only purchase these and the downside to this one is that it reduces fire and dark damage, which isn't too bad if you equip it to a character who isn't going to be dealing with those elements; it costs 72,000 Leaves, though. There's also a chest in the same house, holding a **Shadow Soulstone (M)**.



The Forbidden Dagger is great on Therion, as he's probably not going to be using any elemental attacks

To get to the northern part of town, look for a path to the right of the shops. Enter the large building straight ahead to find another chest (**Inspiriting Plum**), then look inside the chapel next door for another (**Healing Grape M**). The cleric at the

altar is holding a **Jaguar Lance**, which is a nice spear for right now. One final thing is that a NPC is blocking the door of the small house next to the chapel. Go ahead and defeat him in a duel (should be fairly easy with a strength of four), then enter it to find the hidden item pointed out earlier (**Soul Bow**). There is also a chest in the same house, which contains a **Swordbreaker** (it's a dagger).

Let There Be Warmth

There are three Side Stories in Stillsnow, all of which can actually be completed right now. Start off by heading inside of the tavern and speaking to the Ingenious Inventor there, who is working on a portable heat source. However, he is missing a few key components to make a functional prototype, particularly some coal, flax and a handy metal container. Luckily for you, all three items can be gotten from NPCs in Stillsnow by using Purchase or Steal. Head to the entrance of the village and the villager there will have **Adequate Flax**. Remember that NPC hiding behind a snowman? He'll have a **Portable Pot**. For the coal, head to the northwestern exit, where you'll find a NPC with some **Satisfactory Coal**. Bring all three items back to the inventor to finish.

Objective	Reward
Helped the inventor build a prototype	4,800 Leaves, Nourishing Nut, Sharp Nut

Sir Miles, Servant of the Flame (II)

On the right side of the tavern, you will find Miles standing behind a torch, so speak to him to begin this side story. Miles realizes he still has a long way to go as a swordsman, so he proposes a little duel. Naturally, you need to either Challenge or Provoke him, which shouldn't be too tough, as Miles has a strength of four. He is weak to spears, so if you use H'aanit, then Linde will be sufficient enough to break him; follow up with another summon to deal more damage. Upon defeating him, watch the scene after and then the quest will end.

Objective	Reward
Helped train with Miles	6,600 Leaves, Nourishing Nut (M)

Setting Out

The final Side Story here begins from the woman in front of the tavern. She wishes to leave the village and become a singer, but her family's debts is preventing this from happening. There are two ways to complete this quest, with the first being to find her father. He is located inside of the tavern and you need to Provoke/Challenge him. He is an easy fight, as he only has a strength of two, so upon defeating him, you will finish the quest.



Beating up the Pathetic Father is one way to finish this quest (left); You can also guide the Tavern Keeper in Quarrycrest to finish it (right)

The other method to finishing this Side Story involves travelling back to Quarrycrest. Once you get there, head into the tavern, which is the northern area. There is an older man on the right, the Tavern Proprietor, who is looking for another singer. Use either Ophilia or Primrose to Guide/Allure him into following, then return to the woman in Stillsnow to finish the quest.

Objective	Reward
Helped the girl with her debt problems and dream	3,300 Leaves, Alluring Ribbon

Primrose's Second Chapter

When you're ready to continue carrying on with the game, go to the tavern and start Primrose's second chapter. She has finally arrived in Stillsnow, where the map she had gotten from her former master, Helgenish, lead her. Without a real lead as to where her target is, Primrose decides to ask some villagers. Head to the tavern to view a scene, where Primrose thinks dancing on the stage will loosen lips, but it does not. However, she meets a former servant to House Azelhart, Arianna.

Arianna seems to know the place marked on the map, as well as the man Primrose is searching for most likely, but is too afraid to speak. Once you regain control, head on over to the small house on the eastern edge of town. Enter it for a scene, where Primrose puts together a plan, with Arianna agreeing to it. When you're ready, speak to Arianna out front with the green marker and select "yes" to wait until the carriage arrives. However, there is a snag in her plan, as the driver of the carriage is not convinced, no matter how much Primrose insists.

So, it looks like you'll need to Allure someone that can convince Oren to take you in the carriage. Speak to Arianna to learn that Oren owes the tavern keeper a debt, so head on over there. Yes, this is the same guy who allows you to change your party members, so Allure him and head back to Oren. He will have some words with Oren and get you onto the carriage. Make your preparations, then talk with Oren again to tell him you're ready to go.

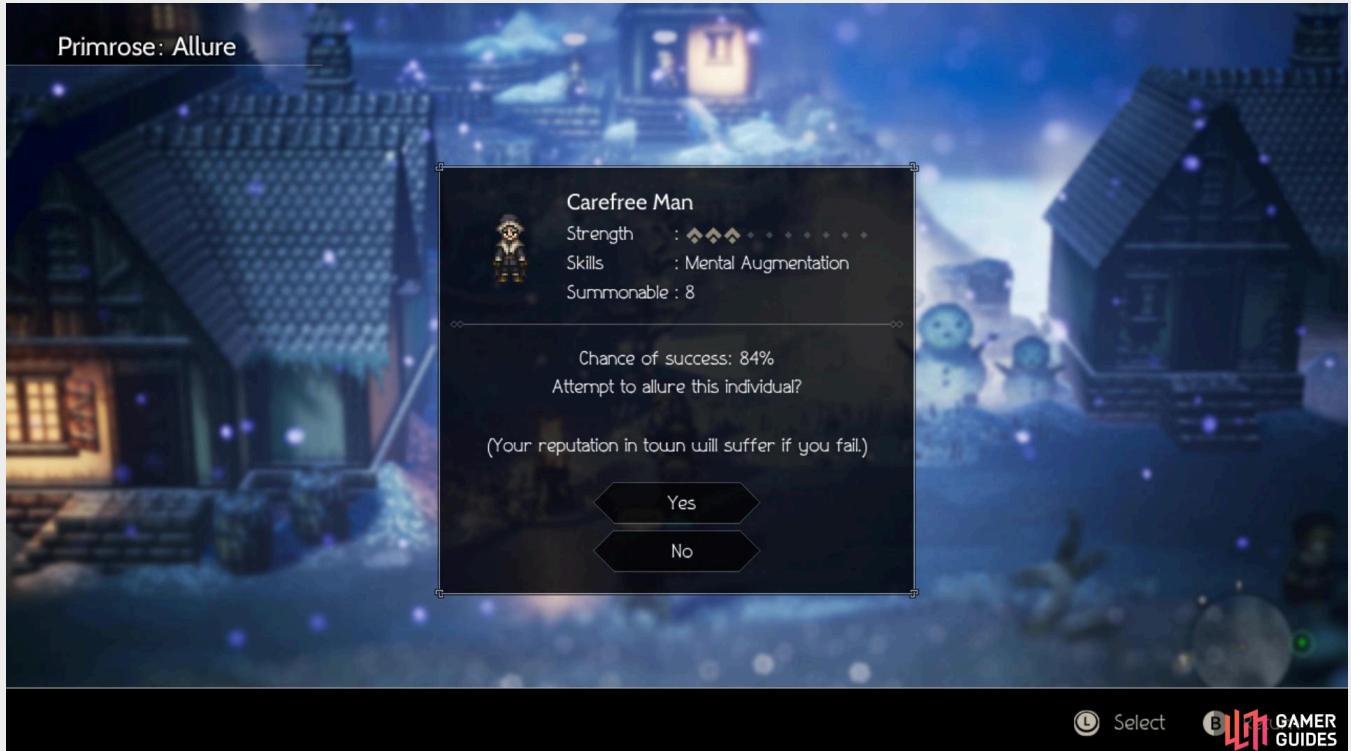
Road to Obsidian Parlor

Some scenes later, you will arrive at your destination, the Obsidian Parlor. Rather than go through the manor itself, Arianna suggests going through a nearby cave. When you regain control, look to the south of the save point to find a chest at the bottom of a small hill (**Herb of Revival**). Now, head all the way to the west, towards the town icon on your minimap, and

you will find another chest just before the exit back to StillSnow (**Ice Soulstone M**). There is one final chest, a purple one at that, to the left of the gate the leads into the manor (**Dark Amulet**). When you're ready, enter the cave to the right of the save point.



Tip: Make it a point to return to town and Allure someone with Primrose. One good choice is the Carefree Man to the right of the tavern with Mental Augmentation.



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B L GAMER GUIDES

Mental Augmentation is great, as it buffs your entire party's elemental attack

Secret Path

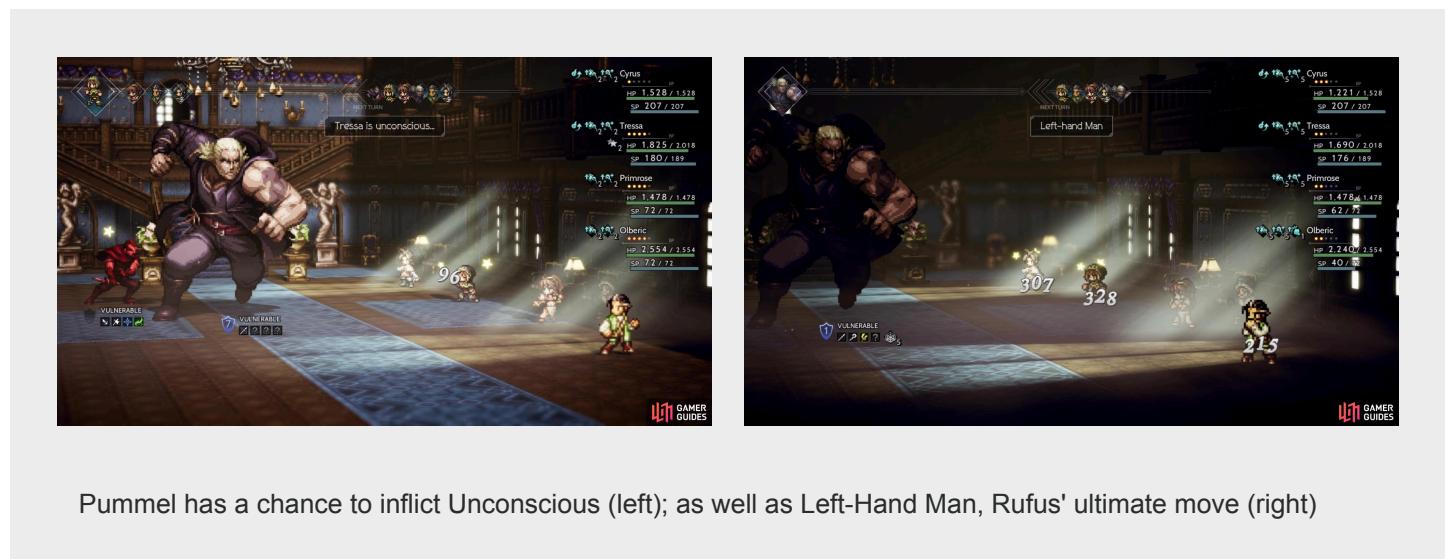
There are three paths ahead of you at the beginning of this dungeon, a top, a middle and a bottom one. The bottom one will lead to a dead end with a chest, so go on that one first (**Herb of Revival**). Take the middle path now as it heads east to another split. Once again, go south to find another chest waiting for you (**Shadow Soulstone M**), then look above to see a chest at the dead end to the east (**Inspiring Plum M**). Climb the stairs to your left and approach the split near the bridge to see a scene taking place elsewhere.

Cross the bridge and venture south, where a semi-secret path will lead to a chest with some money (**5,500 Leaves**). Head north now, past the bridge and down the stairs to open the chest there (**Energizing Pomegranate M**). Return to the west, across the bridge, and journey north of the save point. Down the stairs just past there will be a purple chest, which contains a **Spiked Vest**. To the west will be a few ways to go, so start with the stairs leading down to the south for a chest (**Healing Grape Bunch**), then take the trail just north of there doubling back to the east for another chest (**Wakeful Stone**). The final path will bring you to the Obsidian Parlor. Enter through the doorway next to the save to find your next boss.

BOSS - Rufus, the Left-Hand Man

It seems a boss in this game can't come without some cronies of his own, as Rufus is accompanied by two Obsidian Associates. This battle will be purely physical, from the enemy's point of view, as Rufus and his minions stick to those kinds of attacks. Naturally, you will want to get rid of the Associates, who are weak to daggers, axes, ice and wind. They have their normal attack, Quick Strike (damage to entire party), Exploit Weakness (only hits a single target) and Wild Toss (ok damage with up to six hits to random targets).

They don't have much in the way of shields or health, so they should go down quickly. That'll leave Rufus alone, so start working on his shields, which you can reduce by using **spears, staves, lightning and light**. As for his attacks, other than his normal one, he has Pummel, which hits a single character twice and can inflict Unconscious. Roundhouse Kick will hit all of your characters for decent damage. Whenever you see Rufus take a deep breath, he'll gain the familiar dark aura and will follow this with Left-Hand Man on his next attack.



Pummel has a chance to inflict Unconscious (left); as well as Left-Hand Man, Rufus' ultimate move (right)

His ultimate attack can deal some good damage to your entire party and also inflict Unconscious, so quickly heal anyone with it. Note that Rufus can bring back the Associates with a call for help, but they return with half health and one less shield, so they will be easy to dispatch. Overall, this is a pretty simple fight and one that might be quite easy if you do it as a later Chapter 2 story.

With one of the three down, you will be heading to your hometown next, Noblecourt, as mentioned by Rufus before expiring. Some more scenes will follow and that'll bring an end to Primrose's second chapter.

Olberic's Second Chapter

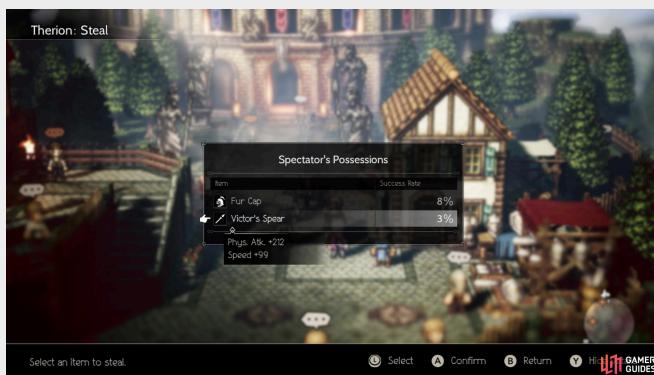
Olberic's second chapter will take place in Victors Hollow, which is found north and slightly west of S'warkii. You might have already visited the town prior to this, since the Hunter secondary job shrine was fairly close to it, but if not, then some directions will be given. Start off by exiting S'warkii to get to North S'warkii Trail, then head west-southwest to West S'warkii Trail. From here, look for the signpost that will take you to North Victors Hollow Trail, where you can simply head west to arrive at Victors Hollow.

Exploring Victors Hollow

At the entrance to the town, there will be a NPC standing by the stairs that has some nuts to steal/purchase. West of that and down some stairs, you will find the Provisioner and tavern. The Listless Gladiator (the one who offers a Side Story) has a **Knight's Sword** on him that can be bought/stolen. Note that the reputation restore cost is 10,000 Leaves in Victors Hollow, so be careful not to spend too much. North of the tavern, up some stairs, is the inn and to the right of the inn is a NPC with some goodies. Both items are fairly nice, but look at the **Robe of the Flame** for its excellent stats.

There is a woman blocking the door to the chapel on the western side of town, but she has six strength and there's nothing worthwhile inside (the chest contains a **Heavy Coin Pouch** and the kids have nothing important). Head north now, to the Arena Gate area to find a bunch more people from which to pilfer. There is a dungeon, called the Forest of No Return, to the southwest up here, but this place is very dangerous and should be avoided right now. The NPC standing near this exit, though, holds an **Imperial Lance**.

There's another NPC blocking a house here, but as before, this one has a strength of six and is only weak to elements; the chest inside only contains a **Silver-filled Pouch** and the NPC has nothing good. On the right side of the Arena Gate will be the equipment shop, with more NPCs hanging about here. Estadas has the **Divine Blade**, which is nice but not as good as the Knight's Sword, if you grabbed it earlier. The Spectator in front of the shop has a **Bear Cleaver**, while the three people to the left will have a **Victor's Spear**, **Shadow Bow**, and **Magus Knife**.



The three NPCs to the left of the equipment shop have some nice gear on them (left); one of which includes a decent bow (right)

Head into the Arena now to find not much, with only a single NPC and a save point. There are two chests, though, in the side rooms. The left room has an **Inspiriting Plum**, while the purple chest on the right contains a **Dark Amulet**.

Arena Aspirations

There's a total of four Side Stories to be had in Victors Hollow, but you will probably only be able to complete three of them. You will find this NPC in front of the tavern in the lower portion of town. He has fought countless battles, but his love for

fighting has waned. However, some child has made him his hero, and he wants to dissuade the child from following in his footsteps. This quest is rather simple, since you just need to find the Doting Aunt to the west of the Listless Soldier and Inquire/Scrutinize the **Father and Fighter** information from her. Share this information with the soldier and the quest will be over.

Objective	Reward
Helped the soldier dissuade the boy	4,800 Leaves, Refreshing Jam

A Promising Venture

Journey to the Arena Gate area and talk to the NPC near the top, who seems to have gambled a lot. The person made one more bet and wants you to check on the fighters, Estadas and Mont d'Or. Luckily, both are in the Arena Gate area and are easy to find. You will need to Inquire/Scrutinize both of them to get information on their conditions. Estadas is found along the fence south of the equipment shop, while Mont d'Or is found near the exit to the Forest of No Return. Once you have gotten the conditions of both, return to the gambler to finish.

Objective	Reward
Procured info on the gambler's bets	4,800 Leaves, Healing Grape Bunch (x3)

Ashlan the Beastmaster (II)

Ashlan is back again and can be found west of the equipment shop, at the top of some stairs. He is still looking for the snake that possessed his father and found a sword with the name of Snakesbane that'll help in defeating it. However, the person currently in possession of it refuses to give it to him. The person with this sword is literally right before the entrance to the arena in the Arena Gate area. You can either purchase it with Tressa, although it costs a pretty penny, or steal it with Therion. Once you have acquired the Snakesbane, hand it over to Ashlan to finish the quest.

Objective	Reward
Acquired the Snakesbane for Ashlan	6,600 Leaves, Slippery Nut (M)

Olberic's Second Chapter

Alright, with those out of the way, it's time to continue with Olberic's second chapter, so head to the tavern and begin it. Olberic came to Victors Hollow to find the reason for which he wielded his blade, with an extra motive to find Earhardt, the man who had betrayed their liege and king. Olberic learns of the arena from a barker, with the very same Gustav, the Black Knight, participating in it. To question him about Earhardt, Olberic must find a way to speak with him. When you are in control, head to the southern section of town, where a scene will take place.

This Cecily is a promoter and seems to have found a way for you to participate in the tourney. She suggests that you challenge a former champion to a duel, out in the public, which should catch the attention of the organizers. Upon getting

control, you see two green markers on your map, one immediately to your west and another to the east. Approach either one of them for a quick scene, then you'll be able to Challenge them. Note that you can use Inquire/Scrutinize to get an edge on them, as you will be able to discern some of their weaknesses.



You can use Inquire/Scrutinize to find the weaknesses of every opponent in this chapter

The fighter to the west is weak to spears, bows, wind and dark, while the one to the east is weak to swords, daggers, fire and lightning. Depending on your Olberic, you already have a sword and spear, so breaking either of them will be easy. You will need to defeat both of them, who pack a little bit of a punch, but don't have as much HP as normal six-strength NPCs do. The best course of action would be to break them, then do a fully boosted Cross Strike, as that's a powerful skill.

Another scene will occur after bringing both NPCs to their knees, with someone named Victorino showing up. A famous bounty hunter and former tourney champion, you won't fight him right then and there, but in the plaza (Arena Gate area). Save your game, rest up and head up there to find a crowd has formed around Victorino. Like with the lesser opponents before, you can Inquire/Scrutinize to find out his weaknesses, so you can prepare for the fight.

MINI-BOSS - Victorino

Unlike the Challenges earlier, you have your full party against Victorino, who is accompanied by two Retainers. They aren't too tough and are weak to swords, daggers, lightning and dark. In fact, if you have a Scholar in your party, you can break them with a Lightning Blast on your first turn. All of your enemies in this battle can use Battle Rage, which hits the entire party. The rest of the attacks, from both, are single target physical ones. Victorino is weak to **swords, daggers, wind and dark** and shouldn't really take too long to defeat.

With Victorino losing, you take his place in the tourney. In fact, you are asked if you're ready for the tourney right after, but you can say no to make any more preparations. When you're ready, speak to Cecily again and tell her you're good to go. After an introduction to the other fighters still in the tourney, you'll have a quick conversation with Gustav and then be inside of the arena. Your next opponent will be Joshua, who is in the room on the right, so you can scout his weaknesses by using Inquire/Scrutinize. Speak with Cecily when you're ready for the next bout.

MINI-BOSS - Joshua Frostblade

As with the prior battle, you have your entire party along for the ride, and Joshua will be accompanied by two Dapper Duelists. They are weak to daggers, bows, fire and wind, have four shields and around 5,500 HP each. Being fairly easy to defeat, you will be left alone with Joshua not long into the battle. At the beginning of the fight, Joshua will be blocking his **weakness to fire**, meaning you won't be able to use that to bring down his shields. However, his other weaknesses (**axes, staves and light**) aren't blocked, so he is susceptible to them.



Once the minions are gone, Joshua will gain two actions per turn (left); Rhapsody of Love has a chance to inflict Confusion (right)

Joshua's attacks actually hurt a bit more than Victorino's, with Prelude to Romance hitting twice on a single character. Unrequited Retude will hit everyone in the party for some nice damage. Whenever you defeat both Duelists, Joshua will likely trigger "I will not fail you, my love!" which basically gives him two actions per turn. He will also start using Rhapsody of Love at this point, which hits a single character and can inflict Confusion. Joshua shouldn't take too long to go down.

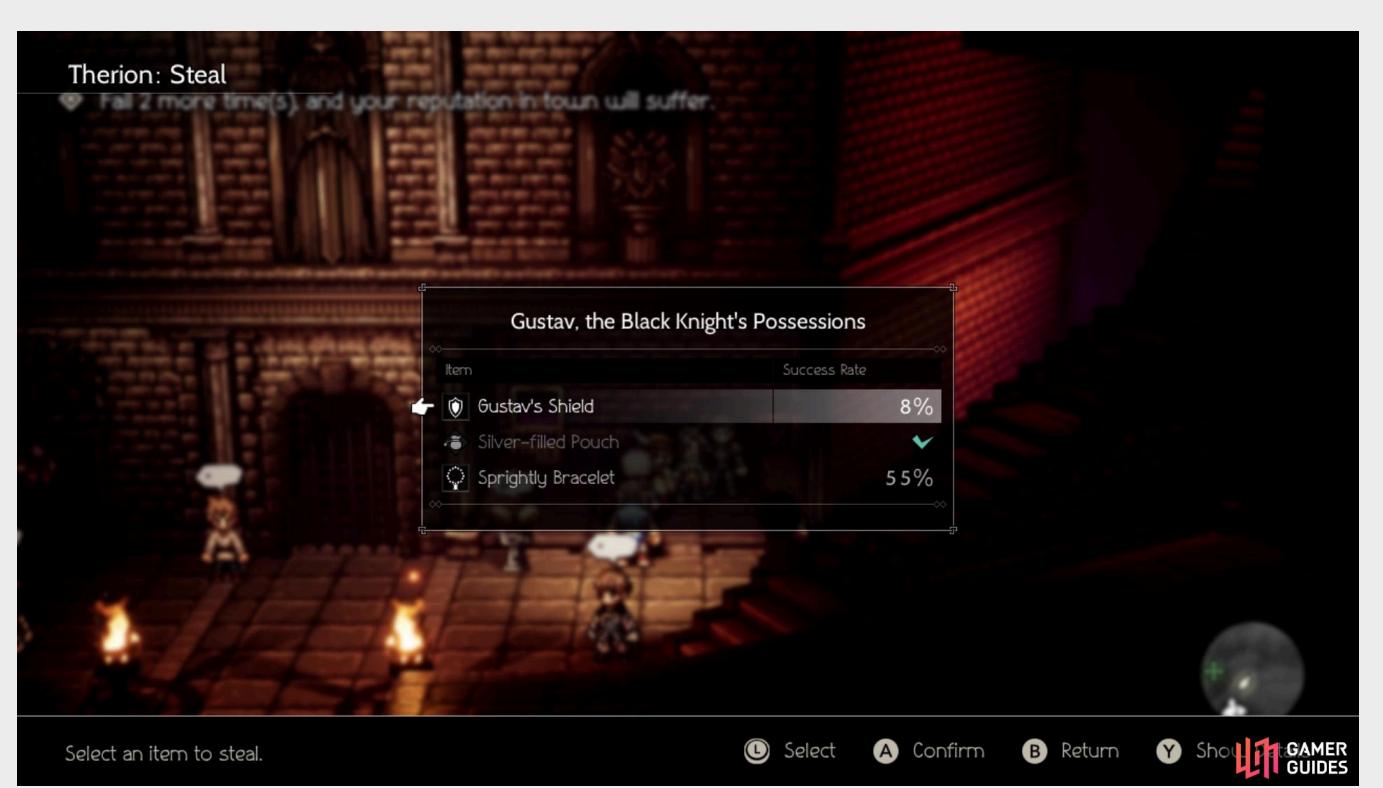
Back in the lobby, you'll need to get ready for your next round, which happens to be against Archibold the Crusher. He happens to be in the room on the right and just like before, you can discern his weaknesses by using Inquire/Scrutinize.

MINI-BOSS - Archibold the Crusher

As the reigning champion, you'd expect Archibold to be strong and he is, with him being accompanied by two Disguised Duelists. At the very beginning, Archibold will protect two of his weaknesses and automatically gain a dark aura, without using up his first turn. This will mean he'll use Champion's Cleave on his first official action, which deals good damage to the entire party and lowers their physical attack. To open up the range of weaknesses for Archibold, you will want to deal with the Duelists first.

They only have physical attacks (single target ones) and are weak to axes, staves, fire and light. Archibold, besides the opener, has access to a few more skills, which are physical. Overhead Bash only hits a single target, but it can inflict Unconscious, while Whirling Blow just hits all of your characters for moderate damage. Archibold, himself, is weak to **daggers, bows, ice and dark**. If you have a Merchant with Hired Help, you can use the Mercenaries to help boost your defense.

That's one more fight under the rug, which leaves the final bout with Gustav, the Black Knight. Back in the lobby, you will find Gustav sitting in the room on the right and if you take a look at his items, you will see **Gustav's Shield**. Note that you will be rewarded with one upon winning the battle, but this is a chance to get a second one if you wish, as the shield is very nice without the negative evasion most shields have on them. You can also use Inquire/Scrutinize on him to find out his weaknesses, as with the other opponents. Speak with Cecily when you're ready to fight.



You can steal an extra Gustav's Shield off of him before the final battle

BOSS - Gustav, the Black Knight

As with the previous battles, Gustav will have two helpers in battle, which are Shield Wielders. They are a little more meaty than the previous goons, sporting five shields and close to 8,000 HP. Luckily, all of their attacks are physical in nature, so getting a physical defense buff will help a lot in the long run. They are weak to swords, staves, ice and wind. All of their attacks hit one person, but Extreme Charge can cause the Unconscious ailment, and Shield Bash will increase their own physical defense. Note that Gustav's weaknesses are all protected, so you will need to defeat the Shield Wielders before you can start decreasing his shields.

As for Gustav himself, he will begin the battle by taking note of the battlefield, which increases the number of actions per turn to two. Thankfully, this takes the place of having an ultimate attack, but things get hairy later on when he can increase the actions to three at half health. You might see that some of his attacks are similar to the Warrior's own, such as Level Slash (hits all characters) and Cross Strike (hits a single target). In addition to this, he can use Triple Strike to hit a single member three times and Black Blade can inflict the Terror ailment.

His multiple actions per turn will really be a burden after he recovers from a break, as they will be one after another. So, you want to make sure that your party has tip-top health before Gustav recovers, though, as recovering from that might prove troublesome. Gustav is weak to **spears, axes, bows, fire and dark**. Without an ultimate attack, you don't have to worry about timing a break, so you can do that whenever, but preferably when you have some BP stored up. Gustav should go down in no time, winning you the tourney.



Gustav has similar moves to the Warrior class, like Level Slash (left); and Cross Strike (right)

After the bout is over, Gustav says to come by his room at the inn to have a talk about Earhardt. When you approach the front door of the inn, he will speak about Earhardt's true motive in joining Hornburg's military. Gustav tells you that you'll find Earhardt in the desert town of Wellspring, so exit the town to the east and this will bring an end to Olberic's second chapter (as well as the entirety of Chapter 2 if this is your last story).

Chapter 2 Sidequesting

You've reached the end of another chapter, so it's time to clean up some of the Side Stories you didn't get to finish earlier, some of which are left over from Chapter 1. Note that there are still a few sidequests you won't get to finish right now, due to them passing through some high level areas.

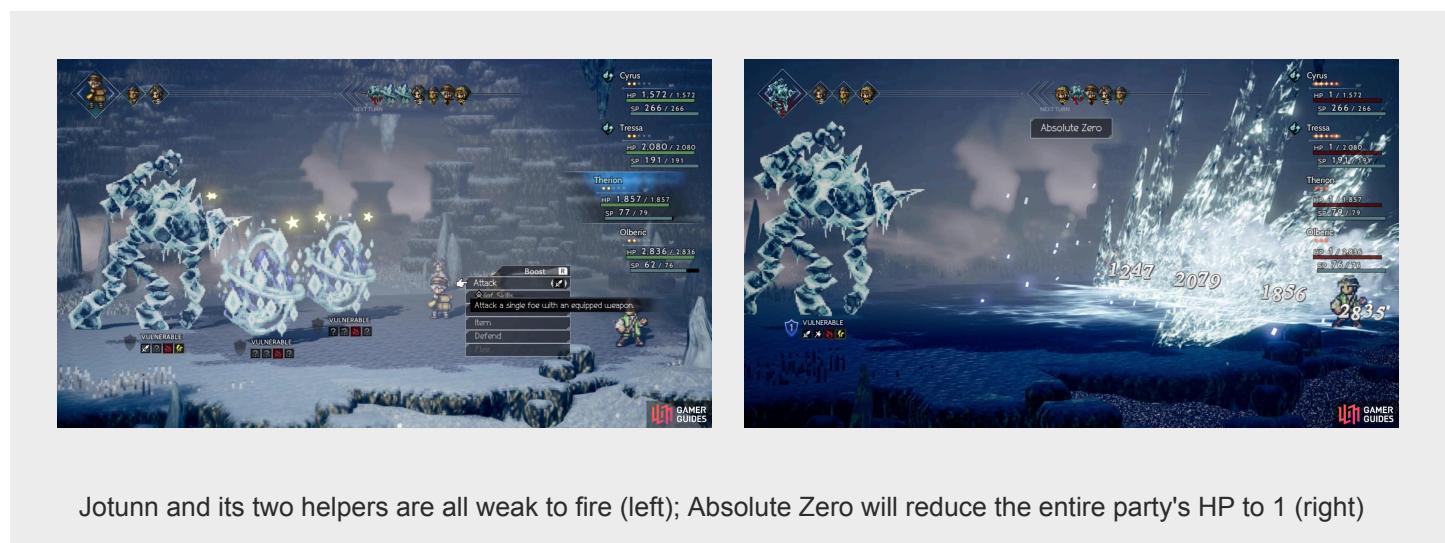
The Slumbering Giant

If you don't remember this quest, then it's gotten from a NPC in Flamesgrace, but it wasn't done before because it involves a Danger Level 25 dungeon and boss. You need to Inquire/Scrutinize the Muttering Codger for the **Where the Ice Giant Sleeps** information; he's at the base of the hill that was used during Ophilia's first chapter. Once you do this, you will need to journey to Hoarfrost Grotto, which is located in Western Flamesgrace Wilds. If you've already uncovered this, it seems like going there from S'warkii might be shorter, so just follow the trail, going east in North S'warkii Trail to Western Flamesgrace Wilds and finding the cave just northeast of the save point.

Follow the trail in the cave until you reach the first save point, then head east to find a chest at the dead end (**Healing Grape M**). Continue south from the save point and there will be a slightly hidden path leading west that eventually brings you to another chest (**Light Nut**). Return to the last fork and head east this time, to another split, where a chest will await you to the right (**Olive of Life M**). Venture north now and at the second brazier, you should notice the path on the ground going east a little bit.

This is actually a path that will bring you to another chest, which contains **10,000 Leaves**. Return to the main trail and look for the one going north, bringing you to a purple chest that you might have noticed earlier (**Soul Hatchet**). Double back to the last split in the road and continue east until you spot a save point. Venture south from there to find one final chest, holding an **Inspiriting Plum (M)**. Save your game, step into the opening north of the save point and you'll come face to face with the Jotunn.

Depending on when you come here, this boss could prove a little challenge or it might be quite easy. At the beginning of the battle, the Jotunn is alone and only has four shields. On its first turn, it will summon two Snow Elementals, which are different from the elementals you have seen inside of the Grotto. They are weak to daggers, staves, fire and light, only have four shields and around 8,000 HP. They can use Icicle to target a single character, as well as Icewind to hit your party with an ice-elemental spell.



Jotunn and its two helpers are all weak to fire (left); Absolute Zero will reduce the entire party's HP to 1 (right)

As for the Jotunn, it can use Freeze to target a single party member and Big Freeze to hit them all. The Jotunn is weak to swords, axes, fire and lightning, and upon breaking it, the boss will recover and gain two additional shields. It can only do this twice, so the most shields it will ever have at once is 8. Once the boss reaches half health, it will signify its ultimate

move with the message that a chill is in the air (followed by the familiar dark aura). It will use Absolute Zero on its next turn, which will reduce everyone's HP to 1. You want to make sure that you either have someone who can heal (even with a Healing Grape Bunch) or you can break it before the Jotunn manages to perform the skill.

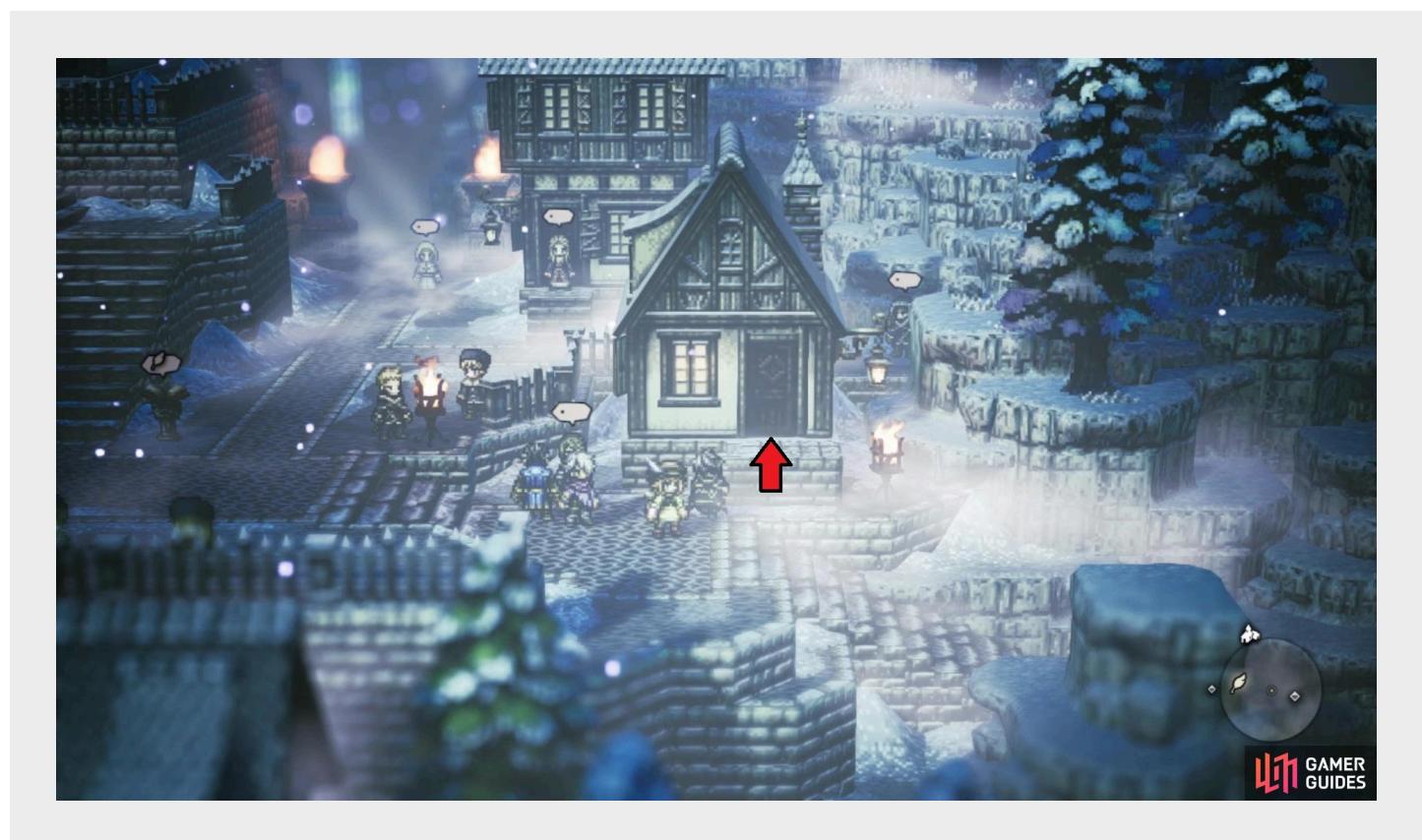
At this point, the Jotunn shouldn't give you much trouble at all and will go down with ease. For winning the battle, you will receive the **Jotunn Horn**, which is a key item. Return to Flamesgrace and enter the inn to find the Diligent Student. Show him the horn and you will finally finish this side story.

Objective	Reward
Proved the existence of the jotunn	4,500 Leaves, Calamity Spear

The Weaver's Predictament

This Side Story begins in Quarrycrest, in the lower section of the town, and it has two different solutions. Gendy's business seems to have waned, despite it flourishing in the past. For the first option, you can either Steal or Purchase the **Gendy's Footcloth** from the questgiver (easier to buy it with Tressa). Once you have acquired this item, fast travel to Flamesgrace and enter the house closest to the exit to the Path to the Origin Cave (it's the southeastern house). You know you have the right one when you find the Shivering Townsperson, who is you need to give the Gendy's Footcloth to finish this quest.

The other option for this quest involves heading to Noblecourt. In the western side of town, look for the last NPC right before you get to Orlick's Manse. You know it's the right NPC when you see the name, Fashionable Traveler. Inquire/Scrutinize this person to get the **A Use of Textiles** information, then bring this info back to Gendy in Quarrycrest to finish the sidequest.



The Shivering Townsperson can be found inside of the pictured house

Objective	Reward
Helped Gendy's business get back on track	6,500 Leaves, Weaver's Charm

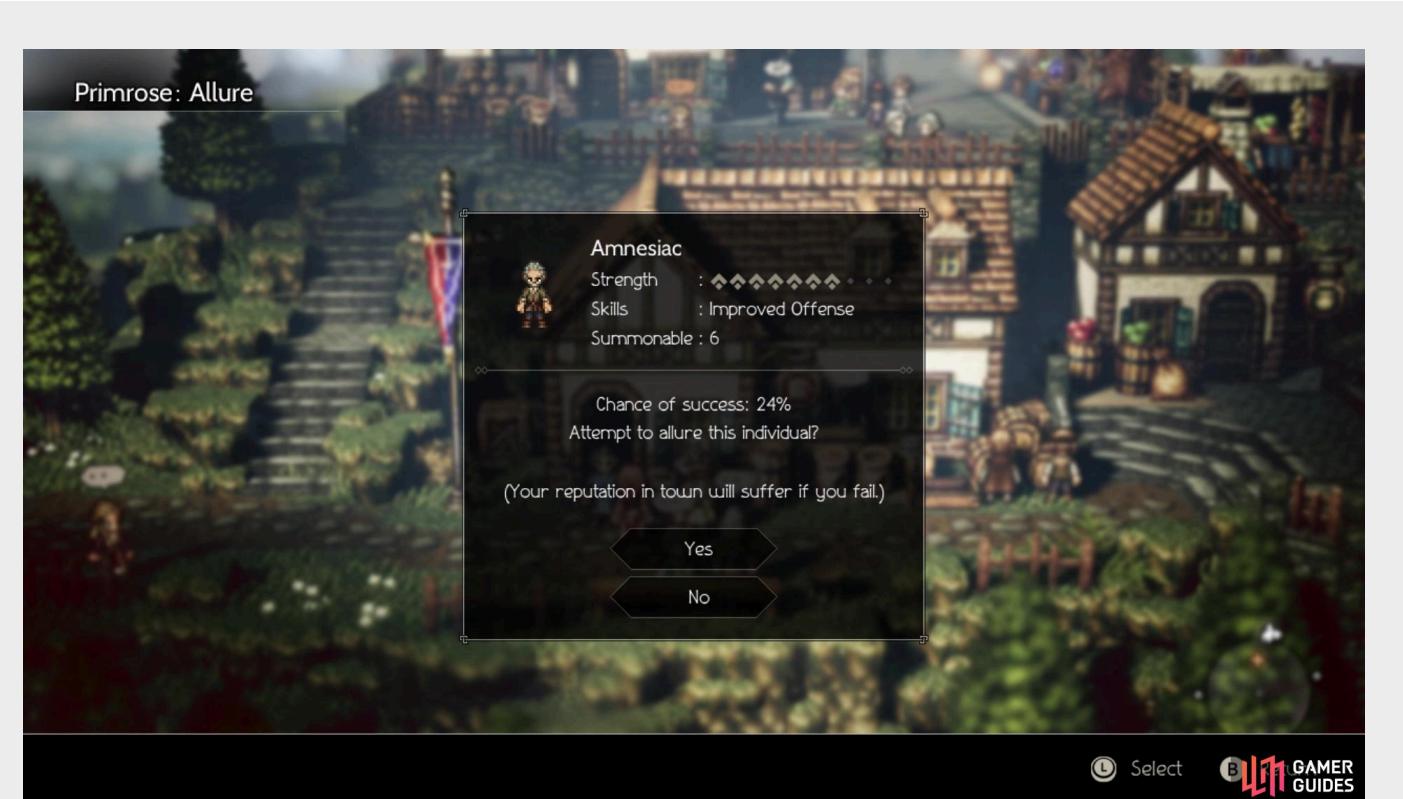
A Miner Dilemma

In the northern portion of Quarrycrest, you will find a miner at the top of the town, who is having trouble digging through some rock. To complete this Side Story, you will need to travel to Goldshore. In the northern part of town, in front of the equipment shop, is a Stonemonger. Either Steal or Purchase the **Orewell Whetstone** from him, then bring it back to the Miner in Quarrycrest to finish the quest.

Objective	Reward
Solved the Miner's pickaxe troubles	9,000 Leaves, Sharp Nut, Critical Nut

Left Behind

This Side Story begins in Goldshore, on the beach in the southern part of town. The former sailor tells you that some years back, his ship went down and while most of the crew were found, the captain is still missing. Head on over to Victors Hollow and look for an older-looking gentleman in front of the tavern. This is the captain that the sailor talked about, so you will need to either Guide or Allure him to get him to follow. The only problem is that he is quite tough to Guide/Allure, with Ophilia needing to be level 40, and Primrose's chances likely being quite low. Save beforehand and keep trying until you get him, then return to the sailor in Goldshore to finish.



Although her chances are low, it's a lot easier Alluring the required NPC than trying to level Ophilia to 40

Objective	Reward
Found the former sailor's captain	4,500 Leaves, Elemental Ward

Scourge of the Seas

The Fledgling Fisherman in the northern part of Goldshore and talks about some creature that is terrorizing the seas. This quest has two parts, with the first one involving Stealing/Purchasing the **Leviathan's Egg** from the fisherman. Your Steal chance might be pretty low, so it's a lot easier to just Purchase it with Tressa. Once you have the egg, exit Goldshore and cross the first bridge, then venture south and cross a second bridge. When you reach the end here, look south for a chest (**Bottle of Blinding Dust**), then continue north to find the entrance to Captains' Bane. This is a dungeon with a Danger Level of 35, so it might be rough in here.



Tip: It's a good idea to bring a decent supply of **Herbs of Revival** with you, as the boss you fight at the end of this Side Story can inflict Unconscious.

Luckily, there is a save point as soon as you get inside, so save your game and try out a battle or two to see if you can survive. If not, then it won't hurt to come back and finish this sidequest later. If you're staying, head east from the save and instead of going north, keep going east to find two chests (**Olive of Life M** and **Healing Grape Bunch**). At the previous split, go north and hug the bottom, where you'll find a hidden path with a chest (**Energizing Pomegranate L**).

Continue north to find the path heading east, where there will be a dead end with nothing, but you should spot a chest just north of there. Get on the northernmost path and go into the little alcove to the right with the chest (**Refreshing Jam**).

When you get to the end to your west, make a U-turn to the north and head back east for another chest (**Articulate Stone**). Make your to the end to your west, where you'll find a save point and one final purple chest to the south of it (**Hedgehog Spear**). Step into the clearing to begin a boss fight against the Leviathan.

The Leviathan can be a difficult boss, especially if you tackle it at the end of Chapter 2. It will begin the battle with three actions, and its attacks can hurt. On its initial action, the Leviathan will summon a Crimson Urchin and Sea Urchin to join in on the fun, which will block its three center weaknesses. Considering that the Leviathan is strong and gets three actions per turn, you will want to get rid of the Urchins as soon as possible. It isn't just because of the blocking of weaknesses, but the Urchins can do some damage as well. Roll is a single-target attack, as is Venomous Sting, but the latter can inflict Poison. You might also see one use Venomous Rain, which does random hits to the entire party, although it's not clear if this can also Poison.



The urchins called out don't help things in this battle (left); especially since they will block some of the Leviathan's weaknesses (right)

The Sea Urchin is weak to daggers, staves, fire and light, while the Crimson Urchin is weak to swords, axes, lightning and dark. Even after defeating them, the Leviathan can resummon them back into the battle multiple times, although they only have half health and a fraction of their original shields. Should they be summoned again, you want to get rid of them as quickly as before, since the boss can devour them to recover 5,000 HP. With those two out of the way, let's take a deeper look at the Leviathan.

This boss can certainly dish out the damage, as well as annoy you with Constrictor, which does good damage to a single target and inflicts Unconscious. With three actions per turn, this can be dangerous if it decides to use it on your healer or multiple characters get afflicted with it. Sweep will damage your entire party once and Tentacle Bash are three to five random hits on any of your characters. While the hits are random, if a single character takes a good chunk of the hits, then they might be in trouble of dying, especially if the Leviathan has more actions following Tentacle Bash.

Breaking the boss might be easy at first, since it only has four shields, but upon recovering, it will gain an additional two shields, up to a total of eight. Of course, the Leviathan becomes more dangerous once it hits yellow health, as it seems to start using Dissolving Mist, which hits the entire party and removes all of their buffs. To add to this, it can use a boosted attack, gaining the dark aura and following that up with Rampage. This attack hits the entire party for some good damage and it might even be followed up with other attacks, depending on the turn order.

Naturally, you don't want to dawdle too long in this fight against the Leviathan, so hitting hard and quick will be a top priority. A Merchant and Thief will be ideal here, since the Mercenaries from Hired Help will boost you defense, while Shackle Foe from the Thief can lower the Leviathan's physical attack. Keeping these buffs/debuffs on at all time will make the damage a lot more manageable. Despite blocking the middle three weaknesses while the Urchins are out, you can still break the shields with **spears and wind**; the middle three weaknesses are **bow, fire and lightning**. Considering the weaknesses, a Warrior/Hunter can make quick work of the shields with their multi-hit attacks, hopefully making this boss a little easier.



Constrictor is annoying because of the Unconscious ailment (left); Tentacle Bash can be dangerous if it focuses on a single character (right)

After the fight is over, there will be a quick, little scene and the sidequest itself will be finished.

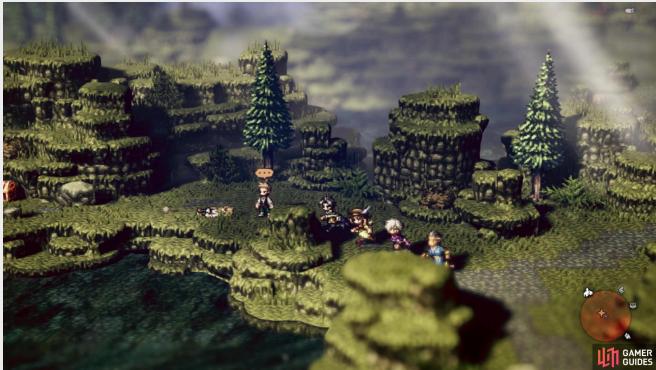
Objective	Reward
Quelled the beast rampaging the water	7,000 Leaves, Leviathan Shield

A Corpse with No Name

For this sidequest, fast travel to Saintsbridge and exit to East Saintsbridge Traverse. Make your way to the save point/signpost, then head south and cross the bridge. A little west from there will be the beginning of this Side Story. There will be a man standing over a body laying on the ground, who just washed ashore without any idea of who he is, other than a mole. There are actually two different ways to complete this. The first way is to travel to Victors Hollow and look for the Restless Woman in the southern section of town. She is standing just south of the Provisioner and you will need to use Guide/Allure to bring her back to the body in East Saintsbridge Traverse.

The other method to complete this sidequest will involve either Tressa or Therion. South of where the questgiver is located, you will find a dungeon named Farshore. Head inside, cross the first bridge you see and look right for a chest (**Healing Grape Bunch**). There's another chest to the north (**Energizing Pomegranate M**), and another to your right, but you can't reach it yet. Despite that, though, head right and south to open the chest there (**Olive of Life M**), then continue right and up when you see the NPC.

This NPC is who you need, but before interacting, look to the left to find a chest (**Ice Soulstone L**). Go south from the NPC, on the previous trail, and continue south until you spot a chest to your right (**Inspiring Plum Basket**). Venture right of the NPC and make your way south, then hold right until you enter a secret passage, leading to a purple chest (**30,000 Leaves**). Find your way north and continue east, crossing the next bridge and then heading south. In the bottom right corner will be another purple chest (**Clarity Stone**) and in the upper right will be nothing.



The location of the Side Story (left); The entrance to Farshore is a little ways south of the questgiver (right)

Double back to the NPC you saw and either Purchase/Steal **Hugo's Journal**. Exit Farshore and return to the questgiver, handing him the journal to finish.

Objective	Reward
Solved the mystery of the corpse with no name	5,000 Leaves, Gentleman's Charm

That's about it for the end of Chapter 2, so it's time to move on to Chapter 3. Now, the majority of those stories will take place in towns you've already visited, with the exception of one you might not have unlocked yet. So, there won't be too much in the way of exploring, which means you can get right to the point.

Cyrus' Third Chapter

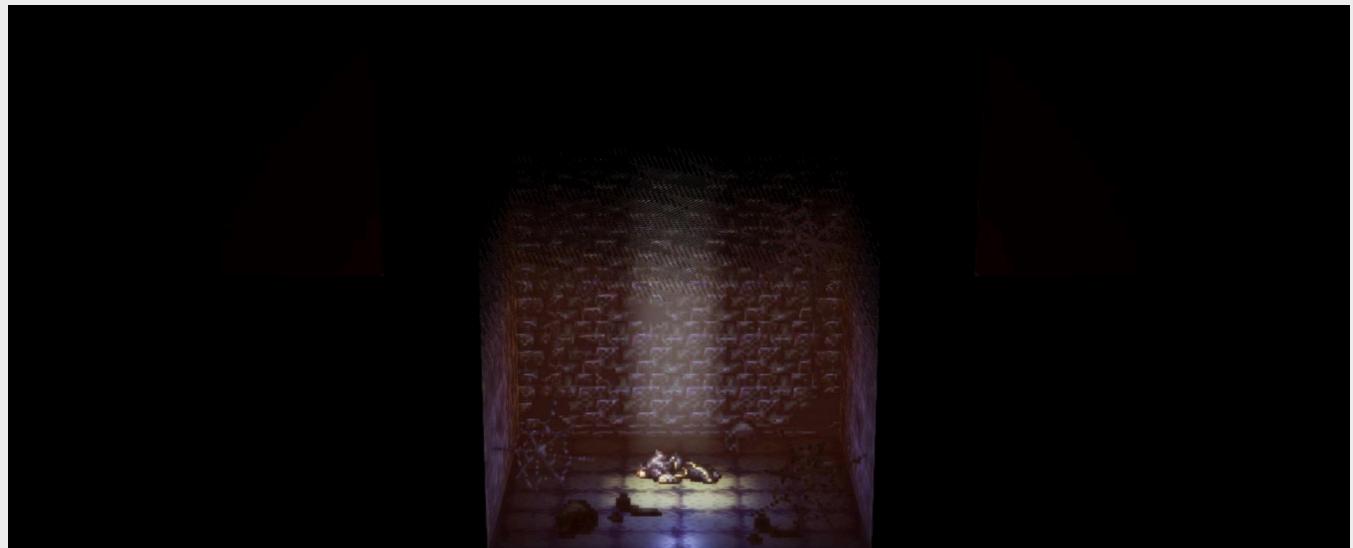
As already mentioned, the majority of the Chapter 3 stories will take place in the towns the second chapters took place. The only exception to this will be Olberic and Therion's third chapters, as the town for those might not have been visited yet (although it was pointed out when going for the secondary job shrines). Cyrus' third chapter will begin in Stonegard, so head on over there and use the tavern to start it.

Cyrus' Third Chapter

Having found a translated copy of From the Far Reaches of Hell at the end of the previous chapter, Cyrus heads to Stonegard, as that is where the book was bound. Of course, what better place to look first than the actual bindery in town. This place is the very large building to the right of the tavern, so enter it and Scrutinize the only NPC you can interact with to find some information. It seems the employee sold a book to Dominic, a translator who lives on the east side of town.

Head straight east and the house you're looking for is the last one before Stonegard Valleys. Approach his house and Dominic isn't so willing to see anyone, so you'll have to think of a different way to get him to talk. Naturally, Cyrus thinks that asking around will get him some information, so start by Scrutinizing the NPC in front of Dominic's house, as well as the one inside of the small house next to his. The last one is in Stonegard Valleys, the eastern part of town, on the stairs as soon as you enter from the exit next to Dominic's house. With all of this info, return to Dominic's house for a scene, where you'll have to answer some questions.

If you paid attention, the answers will be "His daughter" and "Translating a book." With everything learned and said, Dominic tells you everything, as it turns out that Headmaster Yvon was the one who commissioned the book fifteen years ago. Some more stuff will play out and you will be heading to Yvon's house next, which is located in the northern part of town. If you take the stairs in the first part of town, Yvon's house will be straight ahead. Of course, it seems like Lucia set up a trap and you are in some hole inside of the house.



When you regain control, open the chest for a **Bone**, then walk around until you get a prompt to either investigate further or wait and see. Choose the second option and someone comes to rescue you, but after climbing out of the hole, Yvon takes her hostage and you will now be left to roam the house. The actual dungeon is in the basement, with its entrance on the west side, but don't head down there just yet. Climb the stairs to the east and make your way to the room in the northwest corner, where a chest will be waiting (**Inspiriting Plum**). Now you can go down into the basement.

Yvon's Cellar

Upon entering, you can see you can go either left or right, plus there will also be a chest below you. For now, head left at the start and you'll reach a dead end with a chest (**Light Soulstone L**). There is a secret passage next to this chest, leading to the other that you saw below you at the start (**12,000 Leaves**). Return to the beginning, heading right and go inside of the room you notice north of the stairs. There's nothing in the actual room, but another doorway on the opposite end will lead to a chest (**Bright Stone**). Descend the stairs in front of the room you entered before, looting the chest to the right (**Energizing Pomegranate M**).

At the bottom, continue west, ignoring the first room and entering the second for another chest (**Fire Soulstone M**). Bypass the stairs and enter the first of two rooms to the west of them for a purple chest, which contains a **Sturdy Quartz Rod**. Climb the stairs you passed earlier and enter the room at the top of them for a chest with an **Inspiriting Plum Basket**, then a save point and the boss will be to the west.

BOSS - Yvon

Undergoing a grotesque transformation, Yvon will be accompanied by two Research Fellows. Yvon is strong and coming straight off of Chapter 2, his attacks will deal quite a bit of damage, so you will want to make sure your equipment is updated. If you manage to sneak your way to a Chapter 4 town, you might find some extra goodies that could prove useful in Chapter 3, but they aren't necessary. Although his weaknesses aren't blocked, you will still want to get rid of the Research Fellows as quickly as possible, since their added damage won't make things any easier.

The Research Fellows have Tornado, which hits all characters for medium wind damage, as well as Whirlwind Slash. This attack can hit a single character up to four times, for medium damage, and could even KO those without a lot of HP. They are weak to spears, axes, lightning and dark, only have four shields and around 12,000 or so HP. Scholars and Warriors can make quick work of their shields with multi-hit attacks (Lightning Blast and Thousand Spears, although the latter is random). With them out of the way, you can begin concentrating on Yvon.

As already mentioned, Yvon's attacks are very strong and Physical Augmentation increases both his physical attack and defense. If you have a Thief in your party, then use Shackle Foe to cancel the attack buff portion; in fact, you should always have Shackle Foe on Yvon to reduce the damage you receive. Other things you will see in the beginning stages of the battle are Intimidate, which can do some major damage to a single character and also inflict Silence, as well as Thrash, dealing major damage to the entire party.



Intimidate can silence a character, which is bad if it's your Cleric (left); Shackle Foe is definitely something you want to use on this boss (right)

Yvon starts out with three shields and upon recovering from a break, he will increase his shields up to three times, going from three to five, then from five to eight and lastly, from eight to twelve. He is initially weak to **daggers, staves and light**, then whenever he recovers from his first break, he'll become **susceptible to fire**. This happens once more with the second break, as he'll gain another weakness, **this time to ice**. Those will remain his weaknesses to the end of the fight, so he can actually become easier to break.

Upon reaching half health, Yvon will waste a turn by mentioning he is losing control of his body, which is the point where he'll add two more attacks to his arsenal. Pulverize is a single-target physical attack that hits hard, but what's special about this one is that it can remove your BP, too. Shatter Soul is similar, but instead of BP, it can drain your SP. Once you get rid of the Research Fellows, Yvon can become a bit more manageable and possibly even easier, as he only gets a single action per turn and he will waste some of those recovering from a break or "losing control of his body."

As said earlier, reducing his physical attack is key, especially if you see him using Physical Augmentation. Combine that with the Mercenaries from Hired Help, you should reduce Yvon's damage some. If your damage output is fairly good, you should be able to go through the phases of this boss without him actually doing any of the stronger moves.

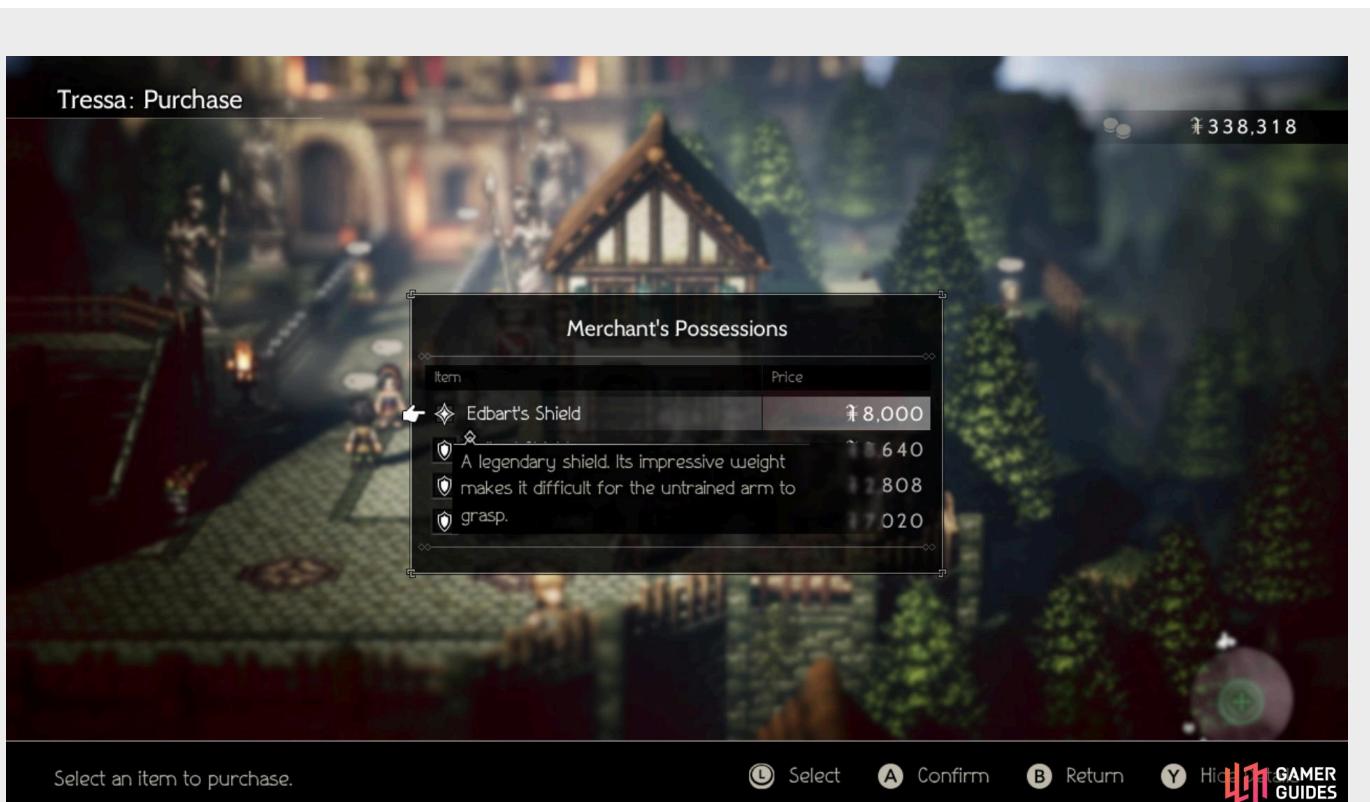
Whatever you do, Yvon will eventually go down and some scenes will play out. You'll get a lead on your next destination, which is Duskbarrow in the Woodlands. When you regain control, simply step towards the town exit to finish Cyrus' third chapter.

Tressa's Third Chapter

Tressa's third chapter begins in Victors Hollow, which you have visited earlier, so fast travel there and head to the tavern to start this story.

Tressa's Third Chapter

Tressa plans on attending the Merchants' Fair in Grandport, but before she goes there, she visits Victors Hollow to find something to present at the fair. While exploring the town, something catches her eye at one of the stands, which turns out to be a treasure map from a notorious pirate. Knowing this, the merchant snags it back and you'll regain control. Approach the entrance to the tavern and a familiar face will show up, or rather some familiar faces. After some catching up, Tressa leads Leon to the map of his former friend.



The merchant with Edbart's Shield can be found in front of the shop in northern Victors Hollow

Thinking Leon will purchase the map from the merchant, he walks away and Tressa gets it in her mind to do the trade for the map herself. Make your way to the northern part of town, where you'll find a merchant in front of the equipment shop. Browse his items with Purchase to find **Edbart's Shield**, which is the very shield that the merchant with Baltazar's map wanted. Buy it and return to the merchant, handing over the shield to acquire the map from him. Bring the map to the tavern to watch some scenes. This will eventually lead Tressa to go after the gem that the map leads to, which is somehow located in a nearby dungeon. This is where you will be going next, so get ready and take the exit to the west of the tavern.

Path to the Forgotten Grotto

Head west immediately, ignoring the northern path, and you will find a chest at the dead end (**Olive of Life**). Now, head north, bypassing the bridge and at the end, you will find another chest (**Shadow Soulstone M**). Cross the bridge and follow the trail until you make your way over a second bridge, where you'll find a save point to your left. If you continue right from here, you will find another chest at a dead end (**Healing Grape M**). The exit to the Forgotten Grotto is located east of the

save point.

The Forgotten Grotto

Once inside of the grotto, follow the trail until you see chests above you, so go ahead and open those for an **Herb of Light** and a **Healing Grape Bunch**. Go south a little bit and you should notice a path leading to the west, with some rocks covering it. Take this path to another chest, which contains an **Inspiriting Plum Basket**. Continue along the main path until you come across a save point, so make use of it. West of the save point, you can go north to another dead end with a chest (**Energizing Pomegranate L**).

South of that passage is where you will dive deeper into the dungeon. Not even a few steps pass by where you'll see another split, with the right leading to a dead end with a purple chest (**Sledgehammer**). Continue west, across some a pier of sorts, then look to the left for a chest (**Olive of Life M**). You should have glanced at a chest as you came to this part, which is to the right before the top path (**15,000 Leaves**). The last chest in this dungeon is located to the right of the save point, on a long trail (**Vivifying Stone**). All that's left is to head for the clearing past the save point, where you'll encounter a boss.

BOSS - Venomtooth Tiger

From the name alone, you can guess that this boss will be centered around poison, and you would be right. At the beginning of the battle, the boss will conjure up a pool of poison, making it so any attack he does can inflict poison on the character it hits. Additionally, the beast will make it so it will be able to perform two actions per turn. Because of this, though, you should be able to get some free hits on him, depending on the turn order. The Venomtooth Tiger is weak to **spears, bows, fire and light**, so hopefully you can break him before he manages to scrounge up another turn.

Of course, you're not going to be able to defeat the beast before he gets another action, though, so you'll want to prepare a bit. As already mentioned, he can inflict poison with any of its attacks, which is a problem considering that Sweep will hit the entire party. In fact, other than Sweep and his normal attack, the Tiger doesn't seem to use anything else for the majority of the battle. Upon recovering from a break, the Tiger will "steel its defenses" and gain an additional two shields, meaning it will max out at 10 shields after doing this twice.



The boss uses the above move at the very beginning (left); which allows it to poison characters with any of its attacks (right)

Other attacks include Tail Sweep, which hits the entire party twice for moderate damage each hit, and Venom Fang, a skill that does major damage to a single character. At 50% HP, the Venomtooth Tiger will use Peerless Poison to create some sort of hazy effect around the edges of the screen. This doesn't do anything directly, but any character that is under the effect of poison will lose SP and BP as well. Needless to say, you will want to make sure no characters have poison on them for very long.

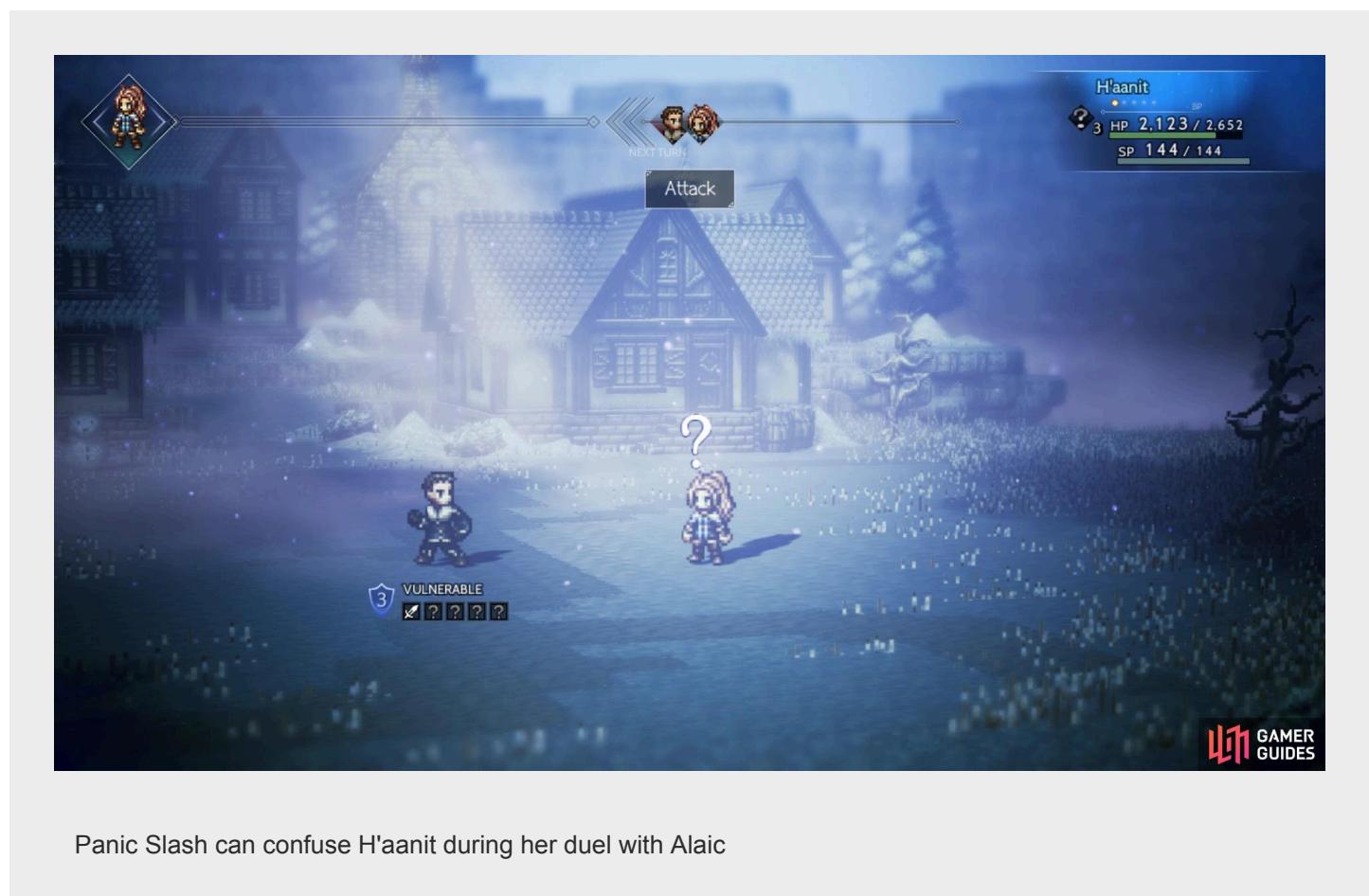
Outside of Tail Sweep and Venom Fang, the other attacks from this boss are nothing to really worry about. You can use the Thief's Shackle Foe to reduce his physical attack, while increasing your party's physical defense with the Mercenaries from Hired Help. If you use Alfyn, his Concoct talent comes as super helpful in dealing with the poison; otherwise, you'll need to use Herbs of Healing or something like the Merchant's Rest to cure that character of it.

With the Venomtooth Tiger down for good, Tressa will grab the treasure, which just happens to be the eldrite mentioned earlier. Return to the tavern for a scene, then that will bring an end to Tressa's third chapter.

H'aanit's Third Chapter

For H'aanit's third chapter, you will be visiting Stillsnow again, which is found north of Flamesgrace. After finding that her master had been turned to stone, she visits Stillsnow in the hopes of Susanna having a cure for the petrification. Upon entering the town, there will be a scene with some kids playing with Linde, then you'll be directed to the house with the red roof to the north. When you approach, there will be another scene or two, then you'll be forced to use Provoke on Alaic, the man standing in front of Susanna's house.

Alaic has a strength of six and is fairly straightforward, as the majority of his attacks are standard physical fare. The only trick up his sleeve is Panic Slash, which can inflict Confusion. This means that H'aanit can hit herself with an attack, but this will knock some sense back into her. Being weak to swords, you can simply break Alaic with Linde, then use a stronger monster (boosted) to deal damage. Upon beating Alaic, you'll get to meet Susanna and there will be a lot of talking.



Susanna mentions that the only way to break the curse that was afflicted upon your master is to defeat Redeye. However, there is a way to protect yourself from Redeye's power. You will need to acquire some herb-of-grace, a plant that grows in the forest nearby (conveniently). Your goal is to now go to the forest, the Whitewood, and grab some herb-of-grace. upon regaining control, make sure you heal up after the previous duel and take the exit next to Susanna's house.

Trail to the Whitewood

It might be a little difficult to see with the snowstorm going on, but follow the trail in front of you until you cross the bridge, then head south a bit to find a chest (**Olive of Life M**). Continue along the path and just before the second bridge, there will be a chest nestled in the little corner there (**Inspiriting Plum Basket**). Cross the second bridge and make your way to the end, where Alaic is waiting for you to show the trail leading to the Whitewood.

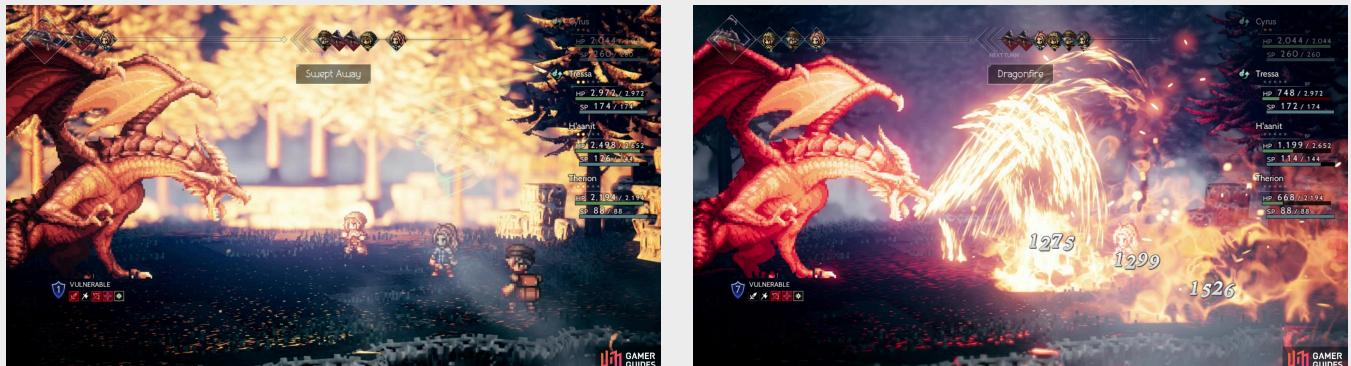
The Whitewood

Immediately upon entering, look to your left to spot a purple chest, which will contain **15,000 Leaves**. Return to the main trail and follow it east, then as it curves north, keep going north to find a dead end with another chest (**Olive of Life L**). Continue west, keeping on the lower path, until it curves around to another chest (**Healing Grape Bunch**). Back on the main path, you will shortly come to another split, with one way heading north and another to the east. Go north first and open the chest (**Shadow Soulstone M**), then venture east a little bit until you can reach the chest to the south (**Inspiriting Plum Basket**). There will be one final chest on the eastern side of the map, in plain view, so grab it (**Rock Cleaver**) and get to the end, to the save point. Enter the clearing to face your next boss.

BOSS - Dragon

The Dragon can be an annoying boss, as it will block three of its five weaknesses at the beginning of the battle, then follow it up by making it so it can act twice per turn. On its first actual turn, the Dragon will use Swept Away to remove one character from the battle. Thankfully, this isn't permanent, as the character will return in a few turns. However, this could potentially be devastating for your team, as he could take away someone like your healer, so hopefully you have quite a few items in your inventory as backup.

Another attack from the boss includes Dragonfire, a magical attack that hits everyone for absolutely major damage, with the possibility of KOing characters with lower health pools. One clever trick to minimizing the damage from Dragonfire is to use the Cleric's Reflective Veil, which will actually reflect the damage back at the Dragon. The only downside to this is that you can only buff one person at a time. You will also see Rending Claw, a single-target physical attack that will do large damage. Should you happen to have the Dancer's Divine Skill, Sealticge's Seduction, then you can cast that on your Cleric and use Reflective Veil on your entire party.



The Dragon can blow away a single character from battle for a few turns (left); Dragonfire is definitely its strongest move, dealing major damage to the entire party (right)

At the beginning of the fight, use its available weaknesses (**axe and light**) to whittle its shields and break it. Upon recovering, the Dragon will gain three shields, but unlock one of its weaknesses (**swords**). On the second recovery, it will max out at ten shields and finally unlock the final two weaknesses (**bows and ice**). You might also see the Dragon use Sweeping Storm at low health, which removes two characters from the battle, but only for a single turn. Depending on your damage, though, you might not even see this at all. Healing Grape Bunches, a Cleric or Alfyn with Concoct are all good choices to heal Dragonfire.

With the Dragon defeated, H'aanit collects some Herb-of-Grace and exits the forest. Return to Susanna's house for some more scenes and you will actually obtain some Herb-of-grace items. That is your cue to leave the town and upon doing so, one final scene will occur, bringing H'aanit's third chapter to a close.

Therion's Third Chapter

Onward to Wellspring

Alright, Therion's third chapter takes place in the desert town of Wellspring, which you might not have visited yet. To get there, fast travel to Sunshade and exit to Southern Sunshade Sands. In this area, take the exit in the southeast corner to arrive in Eastern Sunshade Sands. You're getting closer now, so follow the southern edge of the map here and you will find the exit to Northern Wellspring Sands. This is the area with the Shrine of the Lady of Grace (the Dancer secondary class), so you should have been here at the beginning of Chapter 2.

Ignoring Wellspring right now, you can find a few chests in the surrounding area. Start off by venturing straight south from where you entered to find a chest kind of out in the open, which contains an **Energizing Pomegranate (M)**. There's also a cave nearby, called Quicksand Caves, that has a Danger Level of 40. Quicksand Caves is used in a Side Story that originates in Wellspring and culminates in a very challenging boss fight, but entering the cavern to place it on your map is always a good thing to do.



Quicksand Cave is needed for a Side Story later on (left); To get the chest, you need to find the hidden path shown (right)

If you check the southern edge right here, you should find a path that leads upwards to a chest on a ledge (**Imperial Lance**). Return to the entrance of this area and move straight west, where a chest awaits you in the northwestern corner (**Inspiriting Plum**). Go south from here and you'll be on the path that'll eventually lead to Wellspring. On the way, you will find a NPC that doesn't have much of anything, but using Inquire/Scrutinize will get a piece of information out of him called **The Giant Serpent's Master**. This is used in a Side Story (the same one as the Quicksand Caves), so you can grab the info now if you want. East of him is another chest in the alcove (**Olive of Life**), then south and west will be the town of Wellspring.

Exploring Wellspring

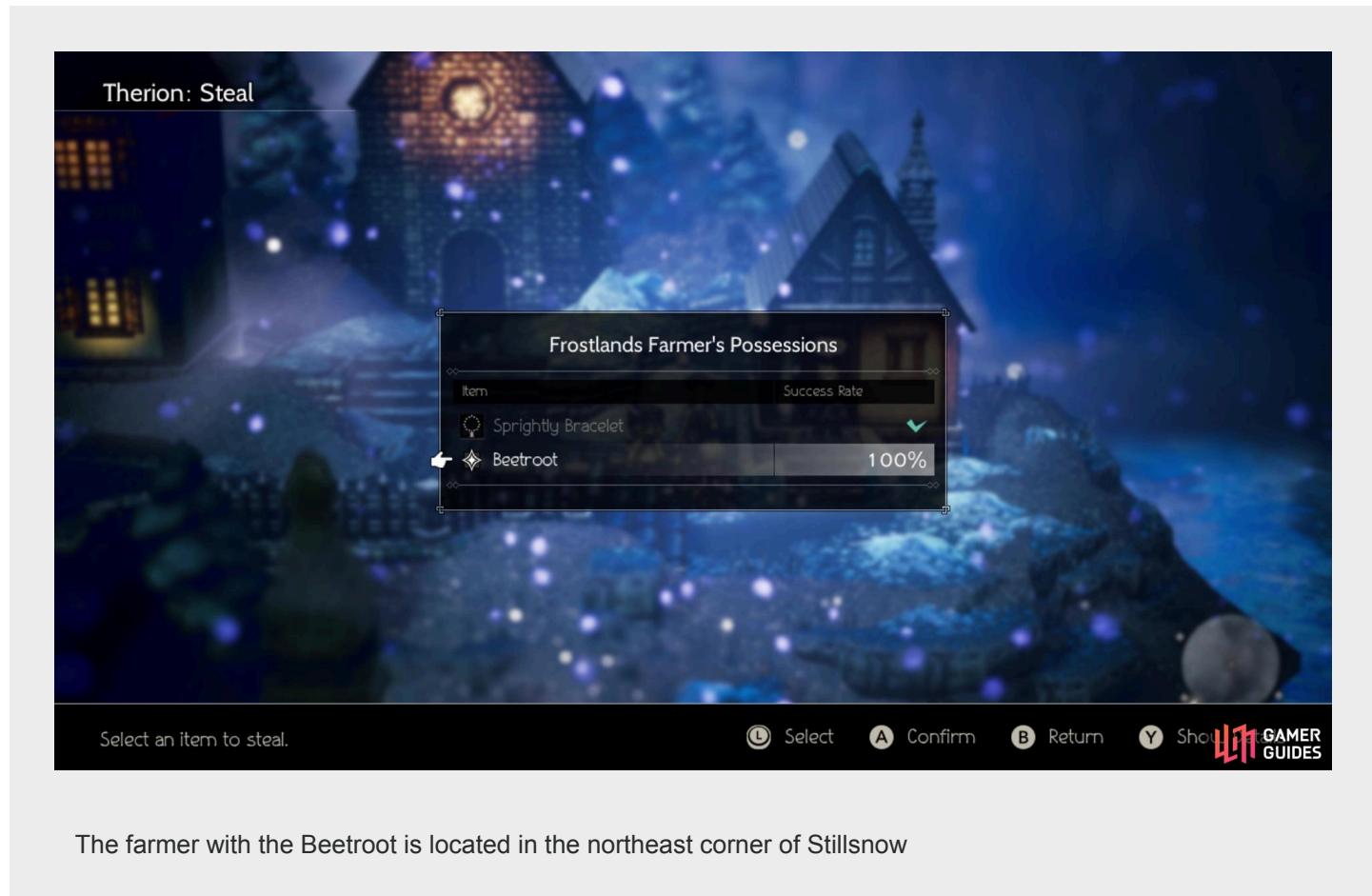
Wellspring is another of those towns that just has a single screen, so there isn't too much to explore. The woman by the entrance has a **Fur Cap**, which is nice defensively, but it doesn't have any other stats on it. North of that will be the inn, equipment/item shop and the tavern. Continue west, bypassing the guard blocking a door (strength of nine) to find another NPC in front of a door. This one has a strength of four, so go ahead and Provoke/Challenge him. Once he's unconscious, head inside the building to find two purple chests, containing **14,000 Leaves** and **9,000 Leaves**.

On the western side of town, there is an old man standing in front of a stall. Inquire/Scrutinize him to get more stuff in the shops, then go ahead and Steal/Purchase the **Primeval Robe** he has on him. Inside of the building just to the left will be another chest (**Inspiriting Plum M**). There is also one more chest located on the southern side of town, near the three

Side Stories (**Healing Grape M**).

In Search of Sweets

Let's move onto the Side Stories, of which there are three in town. However, due to the difficulty of one of them, it's best to just concentrate on two for now. For this Side Story, speak to the Sweet Tooth-named NPC standing in front of the stall. He is looking for something a little sweeter, as the local cuisine is not quite up to par. Fast travel to Stillsnow and look for the Frostlands Farmer, who is in the northeastern corner of town. Steal/Purchase the **Beetroot** from him, then return to the questgiver to finish this quest.



The farmer with the Beetroot is located in the northeast corner of Stillsnow

Objective	Reward
Satisfied the sweet tooth of the man in search of sweets	4,500 Leaves, Gourmet's Charm

Ria, Born to Roam (II)

Ria's journey has brought her to Wellspring and while staying there, a thief broke into her residence and stole something of great value from her, a letter to be specific. On the western side of the town, there is a Traveling Merchant who speaks of the plethora of things that come through a town. Using Therion or Tressa, Steal/Purchase the **Tightly Sealed Envelope** from him, then return it to Ria to finish the quest.

Objective	Reward
Returned Ria's stolen belonging	6,600 Leaves, Magic Nut (M)

Therion's Third Chapter

When you are ready, head to the tavern and choose to start Therion's third chapter. After successfully obtaining the Ruby Dragonstone for Miss Ravus, Therion gets a lead from Heathcote about a black market in Wellspring for the next one. To track down the location of the black market, Therion decides to ask the pauper nearby. However, upon speaking with him, he simply asks if you have some wine on you. Head to the tavern and use Steal on the man in front of the bar to grab a **Bottle of Wine**. Hand it over to the pauper and while he won't mention the location of the black market, he says that ordering something not on the menu at the tavern will help you procure this information.

So, back at the tavern, strike up a conversation with the bartender, who will end up giving you a hint as to the location of the black market. Being on the outskirts, you will have to go through the South Wellspring Sands in order to get there. The exit to this is located just south of where the pauper was located.

South Wellspring Sands

Immediately upon entering, you will see a save point, so go ahead and use it if needed. Head straight south, ignoring the path to the west, to find a chest that contains an **Energizing Pomegranate**. As soon as you enter the bigger area to the northwest, hug the wall on the right as you go north and you should find an opening that leads to a chest to the west (**Fire Soulstone L**). Continue west, down the stairs and up the trail until you come to another save point. Southwest of that will be the entrance to the black market, but there's one final chest to be opened here. You can sort of see a path right to the east of the black market, leading to a purple chest (**Unerring Bracelet**).

Enter the black market for a scene, where you will see that you need something in order to actually the cave. You have a few choices here, as you can steal a mask from one of three people or acquire a list from the bartender. The closest one has the lowest steal percentage, while the two people together have a higher percentage. If you decide to go for the final item, you will need to return to Wellspring and steal the **Black Market Inventory** from the bartender. Whichever way you go, the game will take over.



Stealing this mask is the hardest option to continue the story (left); Once you steal this mask, the game will automatically continue (right)

Should you steal a mask, you will be inside of the cave, where you need to head to the upper level for a scene. If you

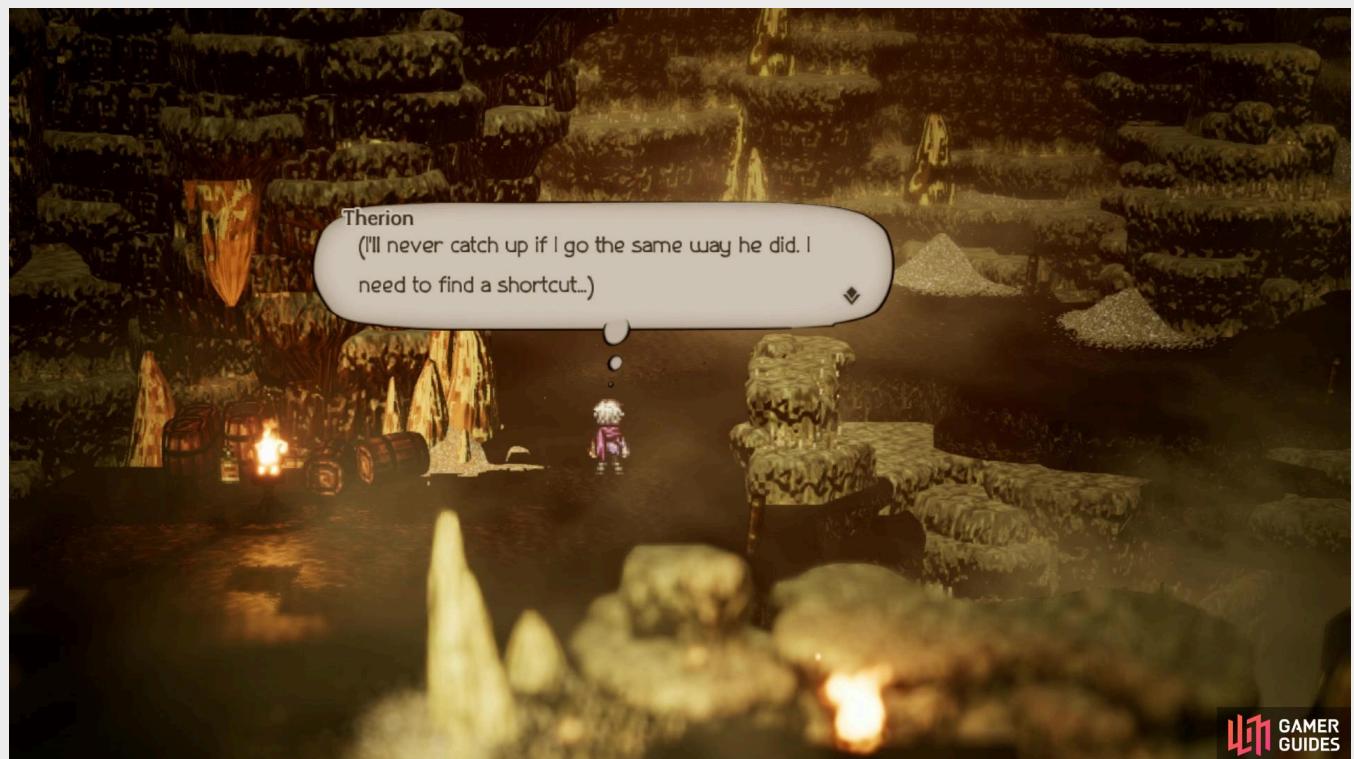
grabbed the inventory list, then the same scene will take place outside of the cave. Either way, your next dungeon will open up, the Black Market.

Black Market

In the very first room, you will want to search the premises for two chests. To start off, the first one will be on the eastern side. There is a hidden trail just below the stairs leading to the upper area, with the chest at the end (**Fire Soulstone L**). There is another hidden path on the left side of this first area, right above where you need to go in the southwest corner; the chest at the end contains a **Healing Grape (M)**. You can now dive deeper into the dungeon, by taking the southwestern path.

Keep going until you come to a north-south split, where you want to head south first for a chest (**Inspiriting Plum Basket**). Continue north and when you see a save point, don't head in that direction just yet. There's a slightly hidden path to the right that will take you to another chest, which contains an **Energizing Pomegranate (L)**. Now, make your way to the save point and head left from it to find another chest (**10,000 Leaves**). North of the save point will be the bandits who stole the stone, with their boss introducing himself, too.

After the scene is over, you'll have to fight those three bandits. These guys are literal pushovers and don't need anything written up about them, since they will probably do single digit damage. More scenes will happen after the battle, then you will finally regain control. Ignore the right path right now and head left to find a chest waiting for you at the dead end (**Light Amulet**). Get back on the main trail, moving right and try to go up, only for the game to say you can't.



Unfortunately, the game prevents you from taking the upper path for a few moments

Instead, you will have to venture south and east, where another cutscene will eventually take over. After it's over, you can explore the northern section now, with there being two chests. The first is on a path heading west just above your initial position after the scene (**Healing Grape Bunch**), while the other is further north and brings you to a purple chest (**Calming Stone**). East will be another save point, some more scenes, and then the boss.

BOSS - Gareth

Gareth will open up by granting himself an extra action per turn, plus he will be accompanied by two Master Thieves. Naturally, as with any adds in a battle, you will want to go after them first. They are weak to spears, daggers, fire and lightning, with five shields and a little over 7,000 HP, so they shouldn't last too long once you have broken them. They only seem to do physical attacks on your characters, mostly single-target, but the damage adds up with Gareth's own attacks.

Gareth can be a problem, especially with two actions per turn and once you get rid of his goonies, he'll make it so he has three actions per turn. This makes him even more dangerous, as he can deal massive damage to your party with Steal Life (yes, it does heal him) and Will O' Wisp. The first is physical, so you can reduce it with Hired Help's mercenaries, but the second seems to be magical. Another annoying move of his is Steal Magic, which hits a single character for big damage, plus it will also take away 50% of their SP.

Evasive Breath can be annoying, as it increases his evasion, but magical characters don't have a problem with that (magic always hits). Gareth is **weak to swords, axes, staves, ice and wind**, and upon recovering from a break, he will protect three of his weaknesses. This can be troublesome if you can't cover the other two, meaning that breaking him will be a little longer than usual. On subsequent breaks, he'll change up the defense of his weaknesses, sometimes covering less.



Steal Magic will take away half of your max SP (left); Gareth can block three of his weaknesses upon recovering from a break (right)

At half health, you might see Gareth charge up with the familiar dark aura, which means he will use Steal All on his next action. This skill basically disables your Item command and you just need to break him to get it back. Overall, Gareth can be a challenging battle, but Shackle Foe in combination with the defense boost from Hired Help's mercenaries will provide some extra needed help in reducing the damage you take. In addition to this, Gareth doesn't have as much health as some of the other Chapter 3 bosses (shyng a little under 40,000), so if you lay on the damage during the breaks, then you might not have too much trouble.

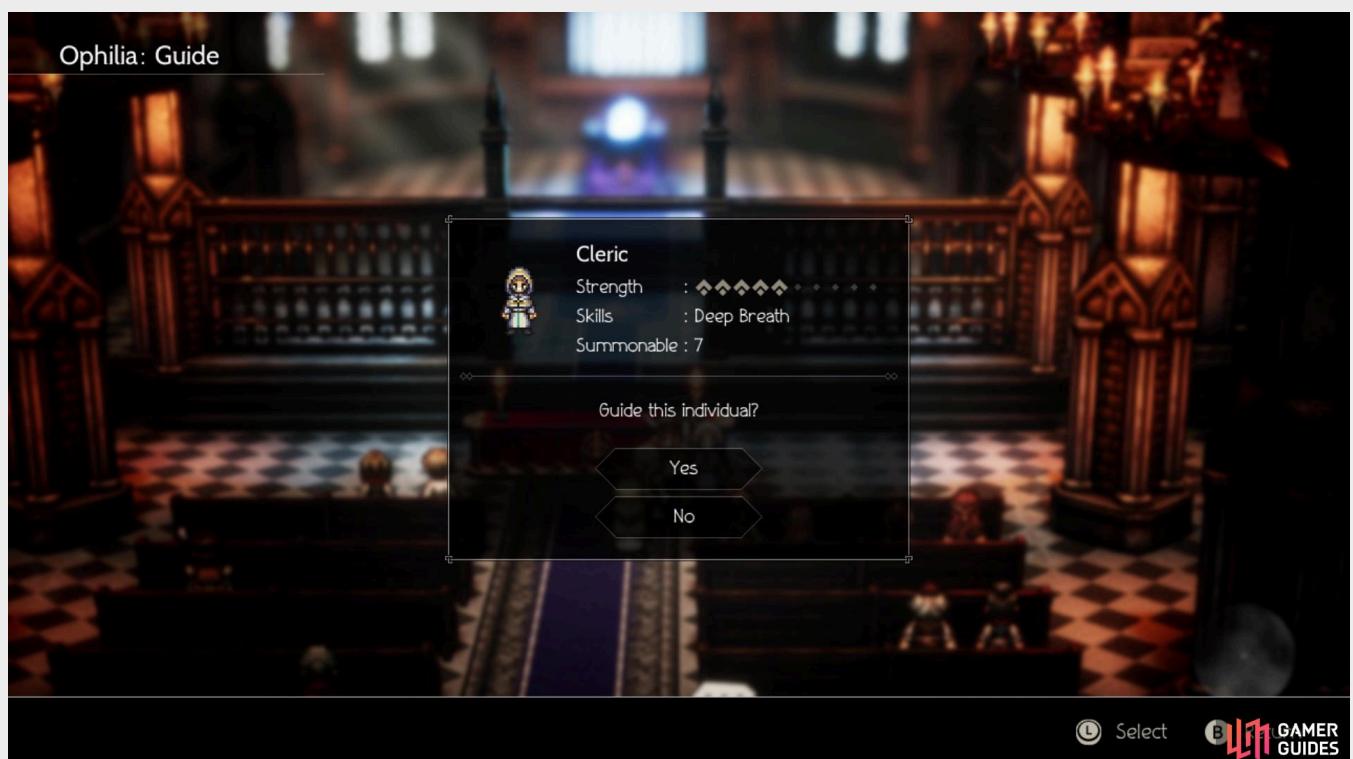
You'll receive **Gareth's Helm** upon winning, then return to Bolderfall to tell the bad news about the Dragonstone to Miss Ravus. Some more dialogue will occur and Heathcote mentions that Darius' group operates out of Northreach, so you know your next destination.

Ophilia's Third Chapter

Ophilia's third chapter will take place in Goldshore, where her next stop on the pilgrimage takes place. She's not in Goldshore long before she runs into a familiar face, Mattias, the merchant from her first chapter. After a little conversation with him, you will need to head to the cathedral here in Goldshore. It is located in the northern part of town and upon entering, a scene will take place. It appears that something is troubling the Bishop, so Ophilia offers to help in any way she can.

Without breaking through to him, she decides to leave and notices a small boy quickly exiting the cathedral. Head to talk with this boy, who can be found just east of the save point near the cathedral. He mentions that he brought a letter to the bishop, which might explain his behavior, so return to the bishop to find out nothing. You will have to go back to Daniel, the boy, and use Guide on him to get him to follow. Once more, return to the bishop to find out the truth. The letter he received said that his daughter had been kidnapped and the culprits want the ember from the Flamebearer.

Some more scenes follow and Ophilia takes it upon herself (and her full party, of course) to head to this cave to rescue the bishop's daughter. When you regain control, head to the altar in the cathedral and have Ophilia use Guide on the cleric there. Not only does she have a nice 1,500 heal in her arsenal, but Deep Breath replenishes 25 SP to your entire party, making her a great utility summon. You can speak to Mattias in front of the tavern in the southern section of town before leaving for the cave. Leave via the path south of Mattias.



The Cleric with Deep Breath is an excellent choice for Ophilia's Guide for the upcoming dungeon

Road to the Seaside Grotto

As with a lot of areas thus far in the game, you will need to go through a small area before actually arriving at the dungeon. There will be a save point to your south not far from where you entered, with a side path leading to a chest next to it (**Thunder Soulstone M**). Near the save point, there will be a fork in the road, with one path leading north and another heading west. The northern brings you to a chest with an **Ice Amulet**, while the western will have two diversions, leading

to two more chests (**Bottle of Poison Dust** and **Healing Grape Bunch**).

Continue west and you will come across another chest along the way, so open it for an **Herb of Awakening**. You'll eventually run into the entrance for Seaside Grotto, so go ahead and enter it.

Seaside Grotto

Not far in, you will come across a fork, so head south first to find a chest waiting for you at the end (**Inspiriting Plum Basket**). Delve deeper into the dungeon, until you cross a bridge and have two ways to go. North seems like it leads to nothing, but around the bend, there is a small opening on the left side that you can squeeze through to get to a chest (**Refreshing Jam**). Return to the bridge and go south this time, until you spot the save point just north of you. Keep heading west and up the trail, stopping somewhere in the middle. See that plant growing out of the rock? There is a hidden path here that leads to that one purple chest you saw earlier (**Grand Helm**).

Return to the save point and you should see a path to the far west, which is just a dead end with nothing. So, venture east from the save point to another bridge, so go ahead and cross it to find a chest at the end (**Energizing Pomegranate M**). Double back to before the bridge and head northwest this time, opening the chest along the way (**Olive of Life**). Follow this trail up and around to another bridge, with a path leading south of it to another chest (**Inspiriting Plum M**). Cross over the bridge and you'll run into another save point, with the path south of it leading to one final chest (**Silver-filled Pouch**). All that's left is to head east from the save point to find yourself with another boss.

BOSS - Mystery Man and Shady Figure

As you can see, you are literally fighting two bosses right now, and they work similarly to the Cleric and Scholar job classes you have. On their initial turns, the Shady Figure will make it so he has two actions per turn, while the Mystery Man will basically block the elemental weaknesses of both bosses. That essentially means that you will only be able to utilize the physical weaknesses of both bosses until one of them goes down. The **Mystery Man is weak to spears, axes, light and darkness**, while the **Shady Figure is weak to swords, daggers, fire, ice and lightning**.



The Mystery Man will block the elemental weaknesses on his first turn (left); The Shady Figure will always spend one of his two actions on Heal Wounds (right)

Despite having two actions per turn, the Shady Figure will always use one of those actions to cast Heal Wounds, which heals both bosses for 800 HP. So, as long as you deal more damage than 800 per round, you should be fine. Of the two, the Mystery Man definitely deals a lot more damage, as he has Fireball, Icewind and Lightning Bolt, all spells you already know. They hurt quite a bit, so you will probably want a Cleric of your own healing every turn (whether that's Ophilia or a secondary one). He also has Arcane Blade, which deals massive dark-elemental damage to a single character, likely either one-shutting them or putting them near KO status.

The Shady Figure, while not as damage heavy as the Mystery Man, has more of a utility role in the fight. In addition to

Heal Wounds, he also can buff both of their elemental attacks with Arcane Enchantment, while using Break Spirit to debuff your elemental defense. Other than his normal attack, the Shady Figure uses Luminescence against your party. This attack seems to do a little bit less damage than the elemental spells from the Mystery Man, but it's still something you need to keep track of, in terms of healing.

The biggest question in this battle is asking yourself which one you want to defeat first, as the other will receive a buff when left alone. Note that this buff does remove the blocked weaknesses, so you will be able to utilize them now. This buff comes in the form of gaining three actions per turn, as well as adopting some new moves and gaining three permanent shields. For example, the Shady Figure will be able to use Arcane Blade, although it is definitely weaker than his ally's. He'll also use Black Magic, which is a party wide darkness attack that can inflict Terror. The Mystery Man will tend to get a bit trigger-happy with Arcane Blade, pairing it with a one-turn elemental attack buff, Channel Energy. He also seems to upgrade Fireball into Fire Storm, which hits twice.

Either one can spell trouble, since they can either debuff your elemental defense or buff their own elemental attack, which means big damage all around. It might be a tad easier to manage the Mystery Man alone than the Shady Figure, since Black Magic hits for a lot more than Fire Storm, plus you will be dealing with Arcane Blade either way. To add onto this, the Mystery Man will always waste an action each turn on Channel Energy, so you will only have two attacks versus the three (Shady Figure drops Heal Wounds when alone).

There is one strategy that makes this battle a breeze, but it involves having a Cleric with Reflective Veil and a Dancer with their Divine Skill, Sealticge's Seduction. Have the Dancer use that skill on the person with Reflective Veil, then on their next turn, you can cast it on the entire party, instead of just a single character. With a max boosted Reflective Veil, you can reflect back four spells. The only one that can't be reflected is Arcane Blade, which only hits a single character.



When alone, the enemy left alone will power up and use some of the other foe's moves (left); while also breaking out some new skills (right)

When you finally finish off both of the mystery men, you will return to Goldshore with the bishop's daughter unharmed. Approach the cathedral for another scene, with the Kindling going off without a hitch. It looks like you will be able to return to Flamesgrace to finish the pilgrimage, but a series of events happen that will prevent that. It seems like the next stop for Ophilia will be Wispermill.

Alfyn's Third Chapter

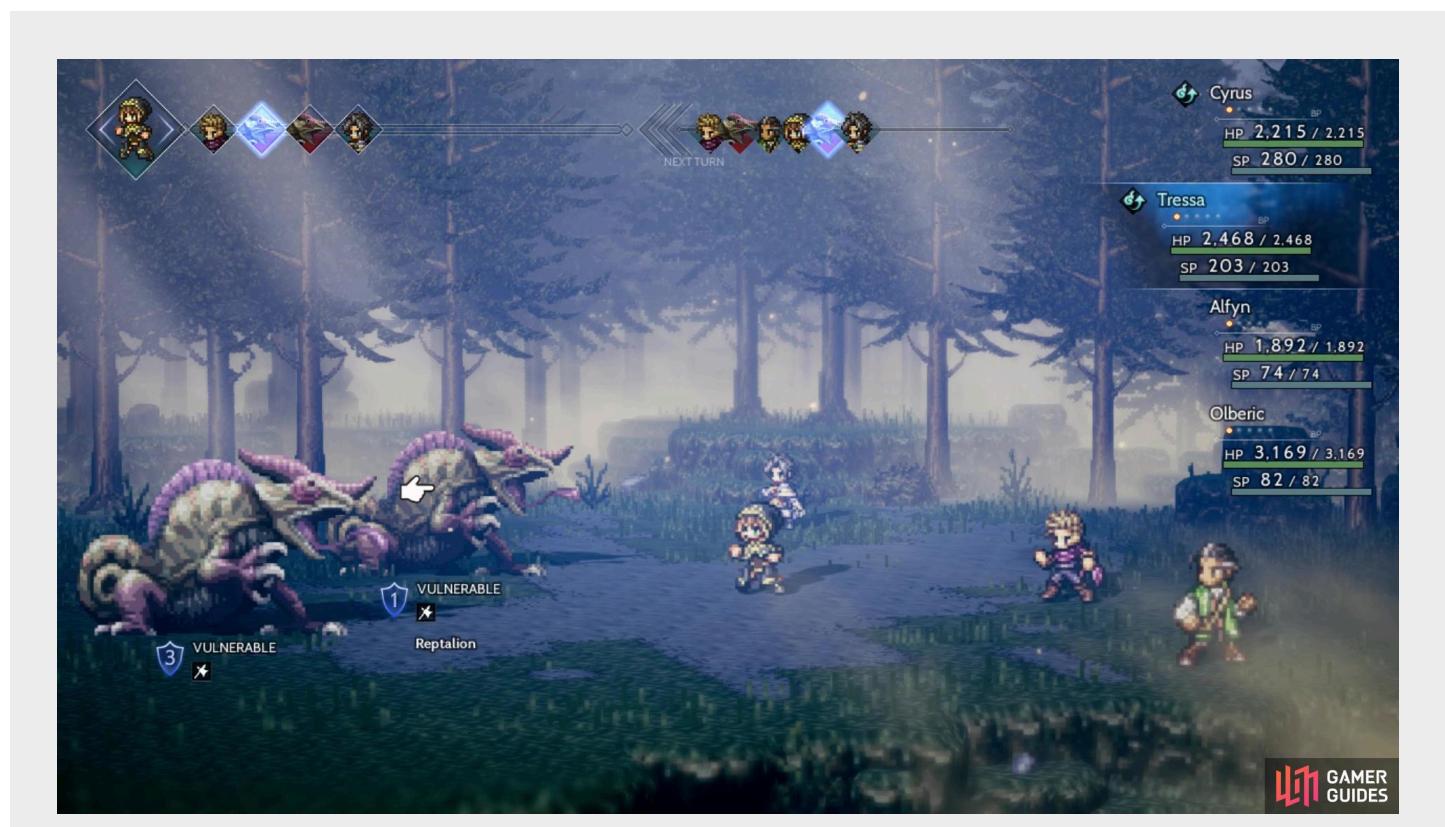
Alfyn's third chapter takes place in Saintsbridge, so teleport there and choose to start the story from the tavern. After stopping Vanessa in Goldshore, Alfyn arrives in Saintsbridge to see if he is needed there. Alfyn happens upon another apothecary that refuses to treat an injured patient, as he deems the person "not worth saving." Without any hesitation, though, Alfyn helps out the injured person, who is named Miguel. With hunger setting upon him, make your way to the tavern in the northern part of town, where Alfyn will find another person in need.

He doesn't seem to know what's wrong with the boy, though, sparking the entrance of the other apothecary, who fixes the boy right up. Despite the previous encounter, Alfyn realizes that Ogen is quite the apothecary. After the admiration settles, he sets off to see if anyone else in town needs his help. There are two people you need to Inquire, with the first just south of the tavern. The other is in the southern part of town, in the house just north of the Provisioner. Return to where you found the first person to find another to Inquire. This leads to another scene, where Alfyn learns about Miguel.

Outside, Alfyn encounters Ogem again, who sticks to his guns about Miguel. Return to the barn where he was before, in the southern section of town, for another scene. After promising to turn over a new leaf, Alfyn decides to heal up Miguel. However, the next morning, you see that Miguel was lying, as he kidnaps the kid you healed earlier and runs off to Rivira Woods.

Rivira Woods

Immediately upon entering, there will be a save point in front of you, at a crossroad. For now, head north and there will be a chest off to your right not too far from the beginning (**Purifying Dust**). Continue north to find another chest, this one being purple, in the corner (**Gaolbreaker**). There will be a path leading west nearby, so take it and you'll eventually run into another chest (**Refreshing Jam**). Return to the beginning of the dungeon and head west now. When you get to the next four-way split, go east to get to that chest you saw near the save point (**Silver-filled Pouch**).



Reptalions are annoying enemies because of having only a single weakness

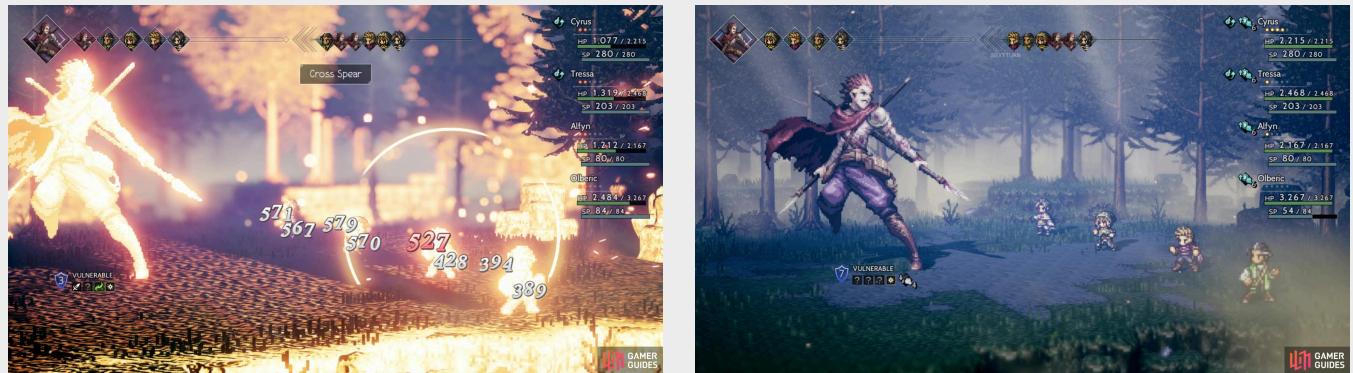
Return to the last split and go west to find another chest at a dead end (**Injurious Dust**). Head north at the previous crossroad and continue in that direction a little bit, until you spot the path moving northwest, which leads to another chest (**Purifying Seed**). Keep going north a little bit more and venture west on the path just south of the chest you opened earlier to the north. When you can turn south, do that and then turn right at the first possible moment to find another purple chest (**Ice Amulet**).

Back on the main path, journey west a little bit to see a save point to your north. Ignore that for right now and head straight south, all the way until you see a trail to the west. There will be a chest at the end of this path, holding an **Energizing Pomegranate (L)**. Double back to that save point, heal up and move left to find Miguel, who will serve as your next boss.

BOSS - Miguel

Miguel can be a challenging boss, as he starts the battle by making it so he has two actions per turn. All of Miguel's attacks are physical, so if you can get a Merchant to use Hired Help with the Mercenaries, then you'll get a nice physical defensive buff to help out. You can also add on to this by using the Thief's Shackle Foe to debuff Miguel's physical attack. The only problem is that Miguel has a move called Twin Spears, which hits a single character twice and can debuff both their physical attack and defense. Cross Spear will hit your entire twice, for medium damage each hit.

One attack that might confuse you is Hurl Spear, where Miguel will toss a bunch of them up into the air. On the turn he uses this, you won't get hit at all, but when the next turn occurs, a bunch of spears will randomly fall onto your characters, with each one hitting for medium damage. Of course, this attack seems to have a higher chance of missing, similar to your own attacks like Rain of Arrows, as an example. Weakness-wise, Miguel is a special case among Chapter 3 bosses, as you will see shortly.



Without proper defenses, Cross Spear hurts a lot (left); Recovering from a break will cause Miguel to shift his weaknesses (right)

He has seven shields and will not gain anymore throughout the entire fight, nor will he block any of his weaknesses. However, upon recovery from breaking Miguel, he will change his weaknesses to a new set. He'll begin with weaknesses to swords, bows, wind and light, then switch to a second set upon recovering from a break. He actually has four different weakness sets and seems to go through them in order, which are as follows:

- **Sword, Bow, Wind, Light**
- **Spear, Dagger, Fire, Light**
- **Axe, Staff, Ice, Lightning**
- **Sword, Axe, Fire, Lightning**

Note that the weaknesses will be shown between sets, so whenever you uncover fire in the second set, it will automatically be shown in the fourth set. At half health, whenever his name turns yellow, Miguel can do the usual dark aura thing. He doesn't have an ultimate attack, but he will gain five actions per turn, which can be brutal and doom for your party if he

manages to perform them all. However, break him and that advantage will disappear.

Of course, Miguel has one final trick up his sleeve, which occurs at 25% HP (red name). He'll do another dark aura and his first action will be to use Drink Medicine, healing himself for around 5,600 HP. He'll then follow this up with Storm of Spears, an attack similar to Hurl Spear, but with more of them. Note he has five actions per turn at this point, but only for a single turn. Overall, Miguel has a lot of options in his arsenal to help with defeating your party.



The familiar purple aura gives Miguel five actions on his next turn (left); Near the end of the fight, he can heal himself once (right)

As already mentioned, the Thief's Shackle Foe is great to use in conjunction with a physical defense buff on your party, although that will likely get cancelled out now and then on a character with Twin Spears. Leghold Trap is always a good option to use, especially once he gets to 50% health and below, as it will delay his actions and give you a greater chance to break him before his five turns come to pass. This can be a difficult boss and is probably one of the few equipment checks you will find in the game (equipment matters more than levels, although the latter helps).

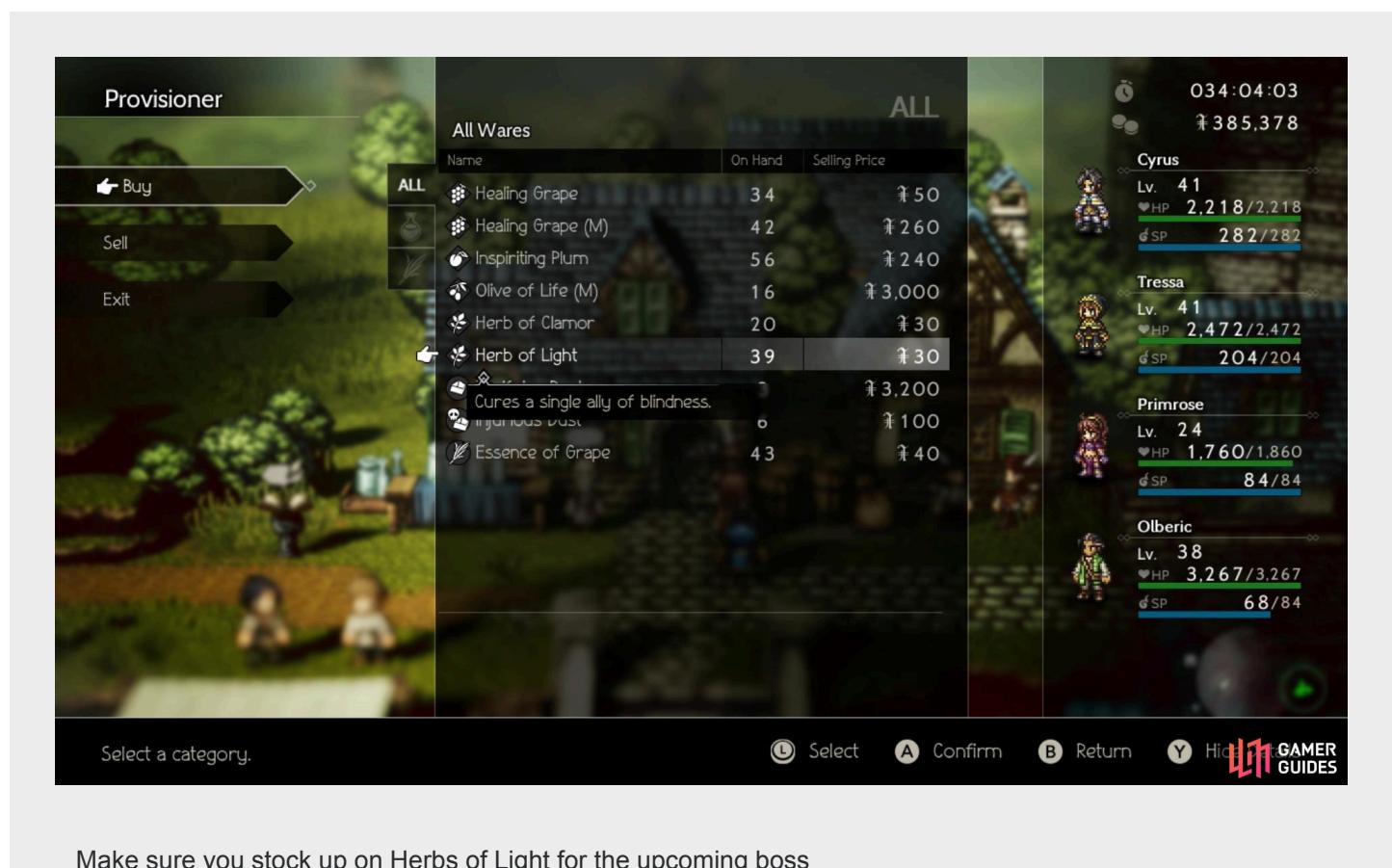
With Alfyn finally putting a stop of Miguel, he quickly patches the boy and returns to town. After a short little scene, head towards the exit of the town for another scene, eventually bringing an end to Alfyn's third chapter. His next destination will be Orewell in the Clifflands.

Primrose's Third Chapter

Primrose's third chapter takes place in Noblecourt, her hometown, so teleport there and begin by visiting the tavern, as usual. Seeking the remaining two with the marks, she was told to return home to Noblecourt to "find the truth." It doesn't take long to see that something is wrong, as a man is murdered in the square. While the scene happens, Primrose recognizes one of the men in the upper portion as a friend of her father's. After some lengthy cutscenes, you will regain control, although only for a little bit.

You'll be in the eastern part of town, so head down the stairs for another scene. Primrose runs into Revello Forsythe, the man she recognized earlier. After House Azelhart fell, a group called the Obsidians took over the town, with Revello telling Primrose all of the happenings. He will take you to where the Obsidians are located, so prepare and then speak with him once you are ready. This will automatically put you into the next dungeon, but you are free to leave anytime you want.

In fact, you will want to leave to do a few things. The first thing you want to do is Allure someone with Primrose, who isn't restricted by the level requirement like Ophilia. Two potential candidates are the guards in front of Orlick's Manse in the southern area of town. The one on the right has Steel Defenses, while the left guard has Improved Offense, both of which are great skills. You will also want to purchase a bunch of Herbs of Light from the provisioner, as they will be needed for the boss. When you're finally ready, go ahead and enter Obsidian's Manse.



Obsidian Manse

There are some stairs immediately to your left upon entering, but don't go up them yet. To the left will be a chest that contains a **Healing Grape Bunch**. Climb the stairs and enter the first room at the top to find nothing, but if you examine the right side of the room, you will find a hidden doorway. Pass through the next room and in the one beyond, there will be a purple chest (**Elemental Hat**). Return back to the top of the stairs and enter the second room upstairs, opening the chest in the upper left corner (**5,000 Leaves**).

Exit to the southwest and descend the stairs, going to the left at the bottom to find a chest in the corner (**Inspiriting Plum Basket**). Return upstairs and head west, finding a save point on the way, and look for another hidden doorway to the right of the large doorway, where a chest will be waiting (**Antidote Stone**). The large doorway will lead you to a second part of the dungeon. Ignore the stairs to the north and climb the ones to your right. You'll spot a chest while venturing east, so head in that direction and grab the **Energizing Pomegranate (M)** from it.

An open area will be to your right, so journey in that direction to find a chest behind the bar (**Olive of Life L**), as well as some stairs in the upper right corner. To the left of the stairs are some barrels and to the left of that is another hidden doorway, leading to a chest (**Silver-filled Pouch**). Climb the stairs, ignoring the small doorways, and head to the end of the path to find one last chest (**Inspiriting Plum M**). Retrace your steps to the save point, heal up, then enter the large doorway to find your next boss.



Being Blinded is a common occurrence in this dungeon

BOSS - Albus, the Right-hand Man

Albus can be a challenging fight, as his one skill will likely inflict Blindness on whoever it hits, which is why those Herbs of Light were bought before entering the manse. He begins out rather simply, sticking to mostly single-target physical attacks. Shoulder Smash does some big damage and will lower the target's physical attack, while Eye Gouge does around the same damage and will inflict Blindness. The only multi-target attack you'll see from Albus for the majority of the fight is Flay Skin, which are random attacks that will strike from four to six times for average damage. He is weak to **swords, daggers, bows, wind and light**, and doesn't change them at all throughout the fight.

Albus has eight shields at the beginning of the battle and will not gain anymore, so you don't have to worry about that. He is weak to swords, dagger, bows, wind and light. At around 75% health or so, Albus will use a skill that will grant him two actions per turn, which will step up the battle a little bit. When his HP reaches 50%, he will use Human Shield to summon two Obsidian Officers, while also blocking his weaknesses. Of course, that means you will need to get rid of the Officers before you can begin depleting Albus' shields again.

It should be noted that the Officers have a unique piece of equipment that can't be gotten anywhere else in the game, so

make sure you have a Thief in the battle to steal the **Obsidian Garb**. It might not be the best piece of armor, but if you're one of those people who want everything, then this is your only chance. The Officers are weak to spears, axes, fire and lightning and with how strong your party should be at this point, it shouldn't take too long to get rid of them. All of their attacks are single-target physical attacks, with the only noteworthy one being Eye Poke, as it can inflict Blindness. He can only summon them once and will likely waste an action trying to bring them back.

At the same health range (50%) is when Albus can enter boost mode, gaining the familiar dark aura. He'll follow this up with Eye Slash, which is basically a party-wide version of Eye Gouge, as it does about the same damage and can inflict Blindness. You will want to cure Blindness as soon as possible, as Albus can use Death to the Unseeing to instantly KO anyone who has it on them. Since you don't have to worry about any other debuff than to physical attack, use Hired Help's mercenaries to boost your physical defense in conjunction with the Thief's Shackle Foe to mitigate the damage you receive. Outside of his Blindness thing, Albus isn't too difficult of a boss.



Make sure to steal an Obsidian Garb from one of the Officers, as you can't get it elsewhere (left); Death to the Unseeing instantly kills anyone who is Blinded (right)

When you've finished off Albus, the true leader of the "crows" will reveal himself and leave Primrose in a dangerous situation. With Revello's help, though, Primrose recovers and finds out the location her final enemy will be going to, which is Everhold. This will bring an end to Primrose's third chapter.

Olberic's Third Chapter

For Olberic's third chapter, you will be travelling to Wellspring, which you should have already visited for [Therion's third chapter](#). You didn't visit here during Chapter 2, so if you haven't done Therion's story yet, then look at that page for more information on making the journey to this desert town.

Having triumphed in the arena in Victors Hollow, he gained some insight on Erhardt and his past, leading him to Wellspring. With only the knowledge that Erhardt is somewhere in town, he decides to ask around town. There will be three people you have to talk to in order to advance the story. You learn that Erhardt is a bit of a hero to the town, as he helped fend off the lizardmen harassing the village. None of them know his current whereabouts and as you think about it, some guards track you down and question your motives in asking about Erhardt.

As Olberic questions his need to wield a sword, he finds out the reason for Erhardt's current work in helping protect Wellspring. Captain Bale is about to tell you the location of Erhardt, when some lizardmen are seen approaching the town. Prepare and head west from the house to Western Wellspring Sands. Speak with Bale there when you're ready to battle, which will trigger a battle with some Sand Lizardking IIs. They have basic attacks and can buff the entire enemy's physical attack, so they aren't anything too special, but you want to take them out quickly. You can do this by exploiting their weaknesses to spears, staves and ice.



Both sets of Sand Lizardkings share the same weaknesses (left); although the second set will be a little stronger than the first (right)

After the first wave, you will get into another battle with Sand Lizardking IIs. They aren't much different than the previous encounter, although they can debuff their defenses, but they have the exact same weaknesses. Once the second battle is over, you will have free reign to explore Western Wellspring Sands. There is nothing to the east, except for the save point you saw prior to the fights with the lizardmen. For now, stick to the northern edge of the map and you will eventually pass under a stone arch, with a chest found a little further beyond that (**Olive of Life M**).

Return to the pond of water to your east and from the western edge of it, head straight south to find another chest nestled along the southern end of the map (**6,000 Leaves**). Continue straight west to another save point, as well as the entrance to the Lizardmen's Den.

Lizardmen's Den

At the beginning of the dungeon will be a save point and just south of them, which might be a tad difficult to see because of the fog, are some stairs. Take these stairs and follow the trail to come to a chest, which holds **400 Leaves**. Return to the beginning and climb the stairs to the left to the left of the save. As soon as you climb the stairs, head right and open the chest for **2,000 Leaves**. Continue north, then move to the right to find a hidden passage, leading to a purple chest

(Silver-filled Pouch).

Return to the main area and backtrack a tiny bit south, then look for the trail heading west to have it curve around and take you to another chest (**200 Leaves**). Back at the northern end, venture west and cross the bridge. As soon as you do, you will spot some stairs just to the south of the bridge, where there will be a chest underneath the bridge itself (**800 Leaves**). Climb the stairs to your left and open the chest at the end for a **Copper-filled Pouch**. Venture south from the bridge and you will find a chest at the end of the trail (**4,000 Leaves**).



L11 GAMER
GUIDES

You will find a secret passage that leads to a purple, locked chest pictured above

It may look like the path to the north of the bridge is blocked by a broken pillar, but you can just go around the left side of it. Do that now and step to the right of the small set of stairs there to find another chest (**1,000 Leaves**). Run past the save point north of there, heading east, and you will find a chest in a small alcove (**1,400 Leave**), as well as one last chest a little more east (**Copper-filled Pouch**). Double back to the save point and step into the area north of it to meet with an old friend. After the short scene is over, head to the right and you will encounter the boss.

Lizardman Chieftain

As far as Chapter 3 bosses go, the Lizardman Chieftain is fairly tame, as he doesn't really have any kinds of tricks and is pretty straightforward. He will begin the fight by using Summon Comrade, which brings two Sand Lizardkings into the fray, which triggers three of his weaknesses being blocked. They have pretty low health and are weak to spears, staves, ice and wind. In fact, they shouldn't last long enough to do much of anything, so they aren't a threat. Note that the Chieftain can resummon them throughout the battle, but they will have half health and less shields than before.

The Chieftain doesn't really have many attacks, although the few he has can be annoying. Armor Crush hits for high damage and will debuff the person's physical defense, while Wallop will deal a little less damage and have a chance to inflict Unconscious. Between those two and his normal attack, you won't see anything else until he hits 50% health, which is when he'll throw in Rampage. This hits random party members around five to six times for medium damage. That is pretty much the entire fight, as the Chieftain doesn't gain anymore shields or have a boosted attack. He is weak to **swords, daggers, axes, lightning and light**.

With the Lizardking Chieftain finally out of the way, it looks like Wellspring will finally be safe from their attacks. Return to where you first saw Erhardt and speak to him again (the area to the west has nothing). While talking with one another, you will see a prompt to duel Erhardt pop up. Go ahead and accept it to begin the duel. Despite Erhardt having a strength of ten, this is a scripted battle and it's fairly easy. If your defense is up to snuff, then he should only be dealing around 2-300 damage with his normal attacks and about 3-400 with Cross Strike.



The Chieftain's most worrisome move is Armor Crush (left); With the proper defense, Erhardt should be an easy duel (right)

Erhardt is weak to **swords, axes, ice and dark**. The best thing to do is use your basic sword attack to whittle his shields down, then use a max boosted Cross Strike to deal major damage. Don't forget to heal when necessary and you can use Abide to up your physical attack when close to breaking, to just give that extra oomph to Cross Strike. It shouldn't take long to finally get the upper hand on Erhardt and win.

After the duel is over, Erhardt and Olberic seem to make up and become friends again, with Erhardt telling Olberic of his former master. The one who planned the destruction of Hornburg was a man named Werner, who has set up shop in Riverford, Olberic's next destination. This will bring an end to Olberic's third chapter and if you've been following this guide, this will be the end of Chapter 3.

Travelling Around the World

The fourth chapter is the final one and will present one of the bigger challenges in the game. All of them take place in new towns, so you will have to travel to all of them. Of course, with new towns come new treasures, meaning you'll finally be able to upgrade some of your equipment. Rather than do piece by piece, the guide will take a detour and have you visit all of the towns before doing anything else. This allows you to pilfer and get new stuff for your characters, making things a little easier on your end, plus it should help you gain some extra levels for the upcoming stories.

Onward to Duskbarrow

To start off, you will be visiting Duskbarrow first, which is where Cyrus' final chapter will take place. Fast travel to Victors Hollow and exit the town. Head north at the signpost to arrive at East Duskbarrow Trail. As the path bends west, you can head south to find a chest at a dead end (**Herb of Revival**). Continue north a little bit and there will be a slightly hidden trail that heads west to another chest (**Herb of Clamor**). As you journey north, you will come to a trail that leads north.

Take this to come upon another chest (**Olive of Life M**), then keep going to find the entrance to the Shrine of the Archmagus. This is an advanced job shrine and unlike the others, it is actually a dungeon with a danger level of 50. In order to get the advanced job, you will have to fight a boss, so make a note of it (enter the dungeon to put it on your map) as you will come back to it later. Return to the main trail and follow it west, all the way until a save point. There is another hidden trail to the east of it that leads to another dungeon, the Moldering Ruins (Danger Level of 45).



You can find a secret passage as shown above (left); which will lead you straight to the Shrine of the Archmagus (right)

South of the save point is a chest (**Copper-filled Pouch**) and west will be the town of Duskbarrow. Remember that you're not here to start Cyrus' final chapter just yet, so you're just here to browse for the goodies. The first person near the entrance can be Inquired/Scrutinized to add more items to the shop. Speaking of that, it's right to the south. If you've been still using Elusive Shields, this might be the perfect opportunity to upgrade them, as the item added is a new shield, the Force Shield.

Just west of the shop is a save point and the middle of the town, with a purple chest (**30,000 Leaves**) and normal chest out in the open (**Bottle of Poison Dust**). In the upper left corner will be one more chest, which holds a **Curious Antique**. The only real worthy item to Steal/Purchase in Duskbarrow is from the lady in the bottom left corner, who's blocking the door to the house there. She has the **Viper Dagger**, which is quite powerful in its own right, but it also has a chance to inflict poison (it's better than the Forbidden Dagger).

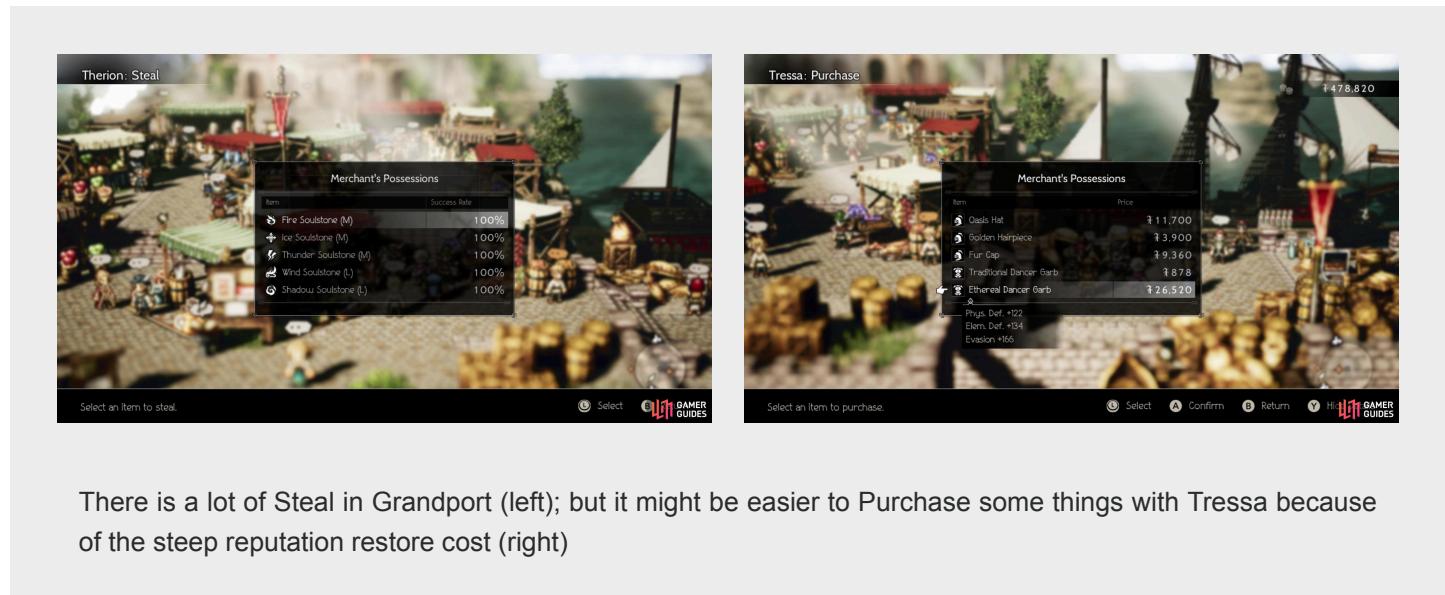
Onward to Grandport

Next up is Grandport, located to the north of Goldshore, so teleport there. Exit Goldshore and cross the nearby bridge, then begin heading north. Cross the second bridge and continue east, where you should spot a chest right before the stone bridge (**Thunder Soulstone M**). The stone bridge will lead you to West Grandport Coast. Not too far from where you enter, there will be a chest to your south, so open it for a **Wind Soulstone (L)**. South of that will be a split, with the western path containing another chest (**20,000 Leaves**).

Continue west to a signpost and a save point, with some docks being to your south, where a chest will be waiting for you to open it (**Thunder Soulstone L**). Go north of the save to find another chest (**Healing Grape Bunch**), as well as the entrance to Loch of the Lost King, a Danger Level 50 dungeon. East of the save will get you to another stone bridge, so cross it to find the city of Grandport.

Grandport has a lot of NPCs to Steal/Purchase items from, but there is a bit of a caveat. The reputation restore cost here is very costly, as you will be required to pay 100,000 Leaves to bring it back to normal. That means you'll want to be very careful on what you do in terms of the rogue Path Actions. The first NPC should have a few pieces of decent gear, like the **Adamantite Shield** and **Victor's Spear**. The man with the green hat in front of the equipment shop has a **Blade of Bravery**, plus you can Inquire/Scrutinize him to gain a hidden item inside of the guarded house to the east.

Should you fight that person, he has a strength of seven and can inflict both Blindness and Poison. The hidden item inside of the house is a **Revitalizing Jam** and the elderly woman will have a **Blizzard Amulet** (might be easier to buy this). The one NPC inside of the tavern has five medium stat-raising nuts on him, so make sure you grab those. Make your way to the next section of town, the Grandport Markets. There are a lot of NPCs to interact with here, but start by opening the chest on the left side of your screen (**Empty Coin Pouch**).



There is a lot of Steal in Grandport (left); but it might be easier to Purchase some things with Tressa because of the steep reputation restore cost (right)

The church will be to your left and there's another chest hidden behind a rock on its left side (**Silver-filled Pouch**). For the final chest, look among the barrels and boxes on the right side of the docks to the right (**Bottle of Sleeping Dust**). The merchant in black clothing nearby has a decent bow, the **Brilliant Bow**, while the one in red right next to him has an **Ethereal Dancer Garb**. Inquire/Scrutinize the woman to the right of the save to get new weapons in the equipment shop; she also has a Light Nut (L) on her.

For the sake of making things a little easier to understand, the main markets area is divided into a right side and a left side. On the right side, you will find a NPC with a bunch of Soulstones, another with elemental-heavy axes, and one more with an assortment of daggers. On the left side will be a NPC with a bunch of spears, two of which are very nice. The **Rune Glaive** has a huge elemental attack boost on it, which is perfect if your nuke-heavy character has access to spears. The other spear, **Scourge Lance**, just has some nice physical attack on it.

The NPC up north, to the left of the Grandport Bazaar entrance, has the **Forbidden Shield** for Purchase, although it's not too great. Enter the Grandport Bazaar to find a few more NPCs that you can interact with, although they don't have much in the way of worthy items. There are also two chests in the northern room, containing **25,000 Leaves** and a **Dazzling Artwork**.

Onward to Marsalim

Travel to Wellspring and exit the town, then when you can, head south to Eastern Wellspring Sands. Not far into this area, you can go east to find a chest at a dead end (**Copper-filled Pouch**). Hug the western edge of the map as you venture south and you will run into another chest, this one holding a **Thunder Soulstone (L)**. East of that chest is a signpost that points you to the south for Marsalim and cleverly hidden behind that signpost is a chest (**Healing Grape M**). Continue straight east and locate the trail that'll bring you to West Stonegard Pass. Instead of entering there, though, look for the incline that will bring you to that chest you saw on the way (**Fool's Gold Ore**).

Back at the save point you passed along the way, head straight south and you will eventually spot a purple chest (**Enlightening Bracelet**). South of there will be the exit to Eastern Marsalim Sands. Go south of where you entered, as well as a little west, to find a signpost. See that rock formation immediately to the left of the signpost? There is a purple chest right behind it, which contains **20,000 Leaves**, as well as another chest in front of the rock formation just to the right (**Thunder Soulstone L**). Following the eastern edge, keep going south and you will find the entrance to the Marsalim Catacombs (Danger Level 50). Double back to the signpost and venture west, crossing the bridge and opening the chest in the open (**Inspiring Plum Basket**). To the north will finally be Marsalim.



There is a purple, locked chest hidden behind the rocks by the signpost in Eastern Marsalim Sands

The NPC just left of the inn will have the nice Thieving Tips & Tricks when you use Inquire or Scrutinize. Up the stairs to the right is the equipment shop and on the level above that will be a chest (**Herb of Light**). Back down on ground level, in the middle of the square, is a Side Story, with another NPC clad in armor right next to the old man. This is Swordsman Yuri and he will have some nice goodies on him, a **Dragon Saber** and a **Dragonscale Armor**. There is also another chest slightly hidden to the right of him, in front of the stairs (**Bottle of Sleeping Dust**).

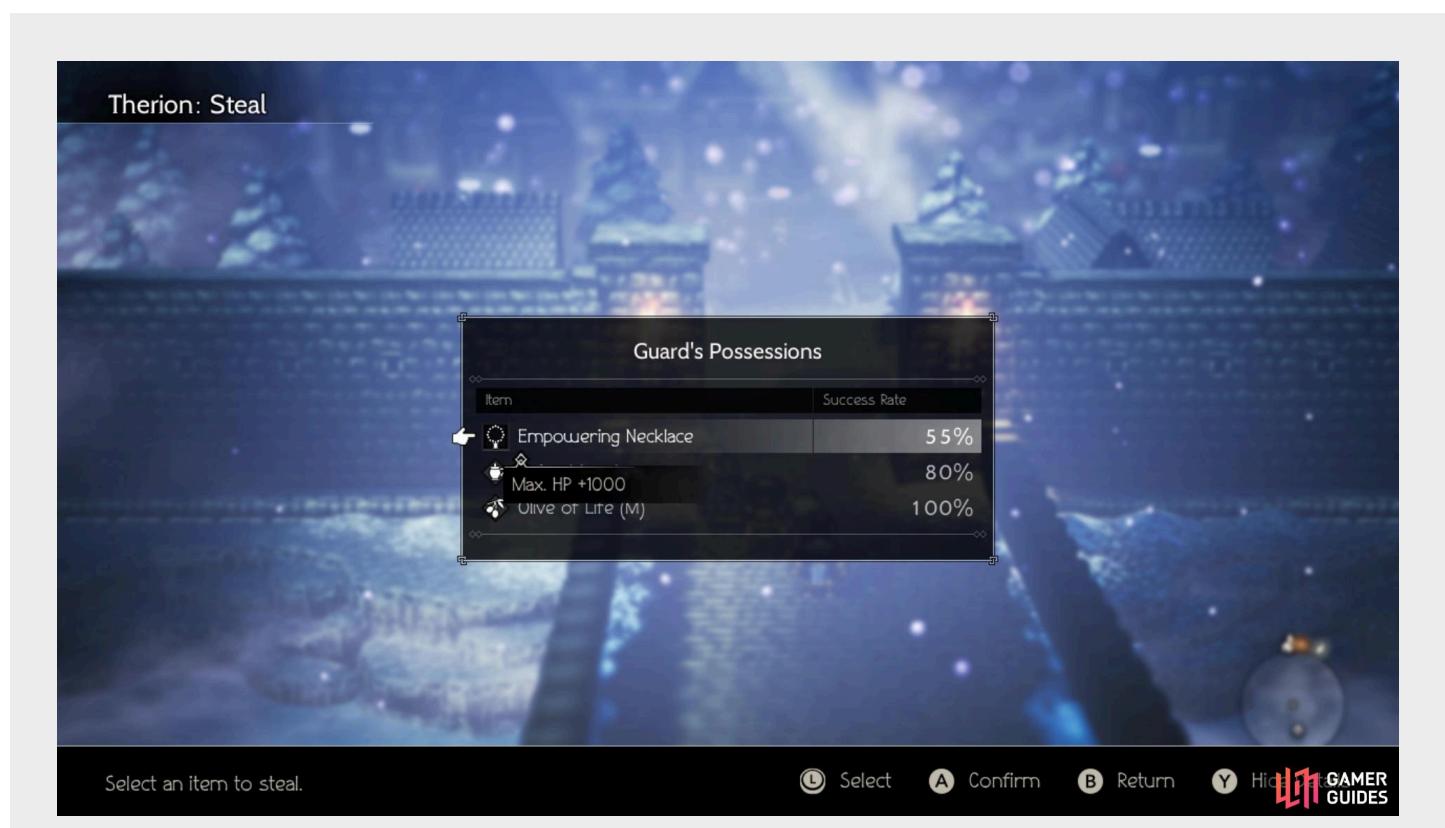
Inside of the palace to the north, there are some miscellaneous goodies to get, but nothing too good, aside from a **Gargantuan Axe**. You can find three chests in the room in the upper right, containing some **High House's Armor**, **25,000 Leaves**, and an **Enchanted Circlet**.

Onward to Northreach

That about wraps up your visit to Marsalim, so the next stop on this tour will be Northreach. Teleport to Stillsnow and exit to Western Stillsnow Wilds. As soon as you can, head northwest and you should see some semblance of a "trail," which will lead you to Southern Northreach Wilds. In this area, head straight west and you will come to the entrance of Maw of the Ice Dragon, a Danger Level 45 dungeon. Hop inside to put it on your map, then return to the split you passed, taking the journey north. At the end, you should spot a chest to your east, so go open it for an **Energizing Pomegranate (M)**.

Continue west and at the end of this path, you can find another chest to the north, which holds a **Shadow Soulstone (M)**. When you reach the top, you will see the entrance to Northreach just beyond a save point. Before heading inside, though, look to the right and left of the entrance for two more chests (**Inspiriting Plum Basket** and **Herb of Revival**). Go ahead and enter Northreach now.

The person by the entrance has an **Empowering Necklace**, an accessory that boosts your max HP by 1000, which is nice to have. You can also Inquire/Scrutinize the same NPC to get a new piece of equipment at the shop, the Dragon's Vest. Inside of the tavern is a purple chest, which contains a **Master's Longbow**, a nice bow that can poison enemies. Head north to find the equipment shop, then move to the right to find a small house with another chest inside (**Refreshing Jam**). In the northwest is the entrance to another area, which has a single NPC, another chest (**Inspiriting Plum M**) and the entrance to a dungeon for Therion's fourth chapter (and an inaccessible chest by its entrance).



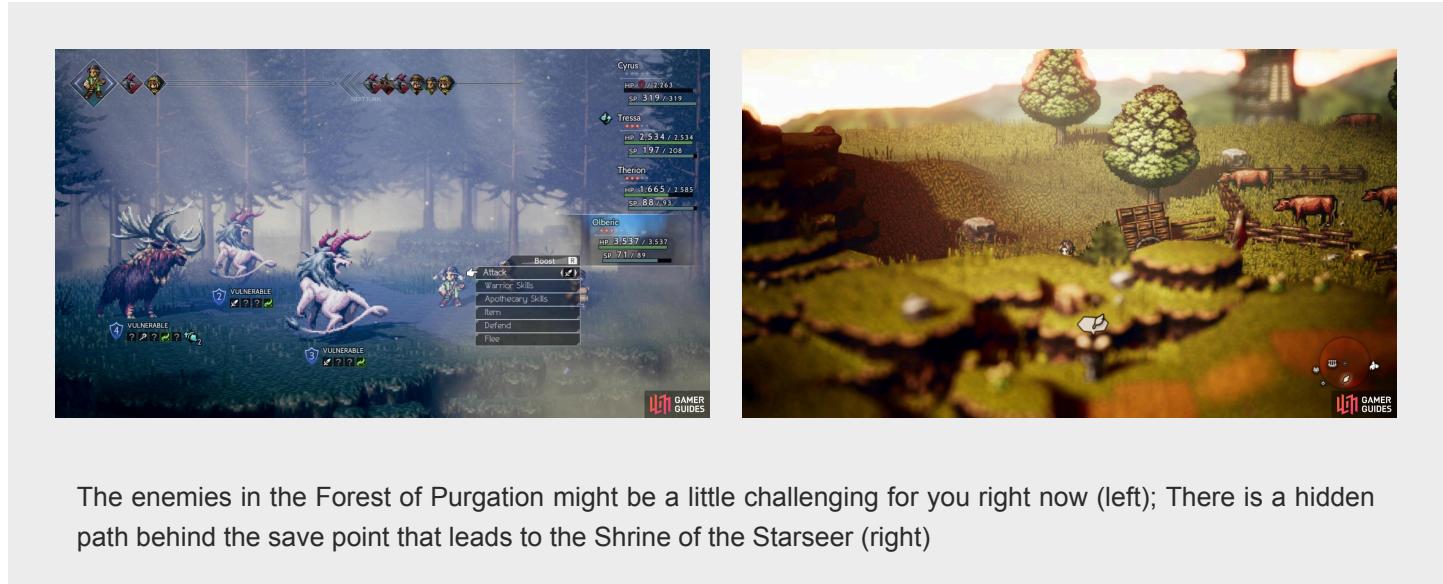
The Empowering Necklace is a nice accessory for those who need a HP boost

Onward to Wispermill

The grand tour continues with Wispermill, a town to the northeast of Noblecourt. Upon leaving Noblecourt, just head northwest to find the exit to Western Wispermill Flats. Follow the trail to a signpost and to the west will be a path to the

Forest of Purgation, a Danger Level 58 dungeon. This is the highest level dungeon in the game, so if you ever feel the need to grind, come here, as the enemies shouldn't prove too difficult with good equipment. Back outside, continue east and when the trail bends south, loot the chest you find for an **Energizing Pomegranate (M)**.

Venture south, looting the next chest you see for a **Cat's Eye**, then keep going east, opening another chest along the way (**Olive of Life M**). You'll eventually reach a save point, with the entrance to Wispermill not far to the east, but there's a secret nearby. Right by the red flag near the save point, there is a hidden path that leads to the Shrine of the Starseer. Similar to the Starmagus one near Duskbarrow, this is a Danger Level 50 dungeon that will pit you against a boss that unlocks one of the four secret jobs. Ignore it for now and enter Wispermill. Other than a Side Story and a lone chest by the shop (**Thunder Soulstone M**), there is nothing you can do here.



The enemies in the Forest of Purgation might be a little challenging for you right now (left); There is a hidden path behind the save point that leads to the Shrine of the Starseer (right)

Onward to Orewell

The next stop will be Orewell, so fast travel to Quarrycrest. Find the nearby signpost and head west from there. Cross the bridge when you get to it, opening the chest along the way (**Energizing Pomegranate**), until you eventually come to South Orewell Pass. Not far into the new area, you can head down a ramp and find a chest at the dead end (**Olive of Life M**). Cross the bridge to the north and head down the ramp to grab the chest on the dock (**Fire Soulstone M**). There is a split nearby, with multiple ways to go. Head northeast to find a chest at the dead end (**Energizing Pomegranate L**), then journey northwest.

There is a NPC along the way, who has a **Rune Hatchet** on him, but failing to steal it will lower your reputation and the axe is more magically inclined. Above him is the entrance to a dungeon, Dragonsong Fane, which has a Danger Level of 50. Ignore exploration, then return to the split, journeying to the west this time. The path to the south will lead you towards Riverford, so ignore that and open the chest that you see below you and to the left (**Healing Grape M**). The entrance to Orewell will be to your west.

This town doesn't really have too much available, as far as powerful pieces of equipment are said, although you will find a bunch of other useful items. The very first NPC in the town will unlock a new weapon when using Inquire/Scrutinize. This weapon, the **Ogre Cleaver**, is the first axe that is stronger than the Golden Axe, although it's not by too much. North of the inn is an older woman blocking a door. Feel free to Challenge/Provoke her (strength of six), then head inside the building to find an old man and a chest (**Scrap of Rope**). When you use Inquire/Scrutinize on the old man (low chance), you will uncover a hidden item near Kaia at the entrance (**Hill Cleaver**).

North of the previous building is a run-down one, which is all but empty inside, save for a lone chest (**Soothing Dust**). To the west is the tavern, just across the short bridge, with another chest inside (**68 Leaves**). Lastly, there is a woman blocking a door to the south of the tavern. Inquire/Scrutinize her first to get a hidden item to appear inside of the house she's guarding, then duel her (strength of seven) to gain access to the house. The hidden item is a **Revitalizing Jam** and

there's also a chest inside of the house (**Weathered Boots**).

Onward to Riverford

Normally, Primrose's Chapter 4 town would be next, but you're not too far from Riverford, so you'll be heading there next. Exit Orewell and return to that save point just to the east of it, then go south to arrive at the exit to North Riverford Traverse. Just past the bridge will be a hidden path you can take, which leads to a chest (**Herb of Revival**) and the entrance to the Shrine of the Warbringer. This is one of the four optional dungeons that will pit you against a boss, unlocking a secret job for your characters. Unfortunately, this boss is considered the hardest out of the four, so don't worry about heading inside just yet.



You can find the Shrine of the Warbringer in a slightly hidden area south of the bridge

Follow the trail and when you reach a save point, there is a slightly obscure path to the southwest. West will lead to a chest (**Wind Soulstone L**) and east will bring you to a Danger Level 50 dungeon named Refuge Ruins. There's also another hidden path slightly north of the previous one, which brings you to another chest to the west (**Silver-filled Pouch**). To the east of the save point is the entrance to Riverford.

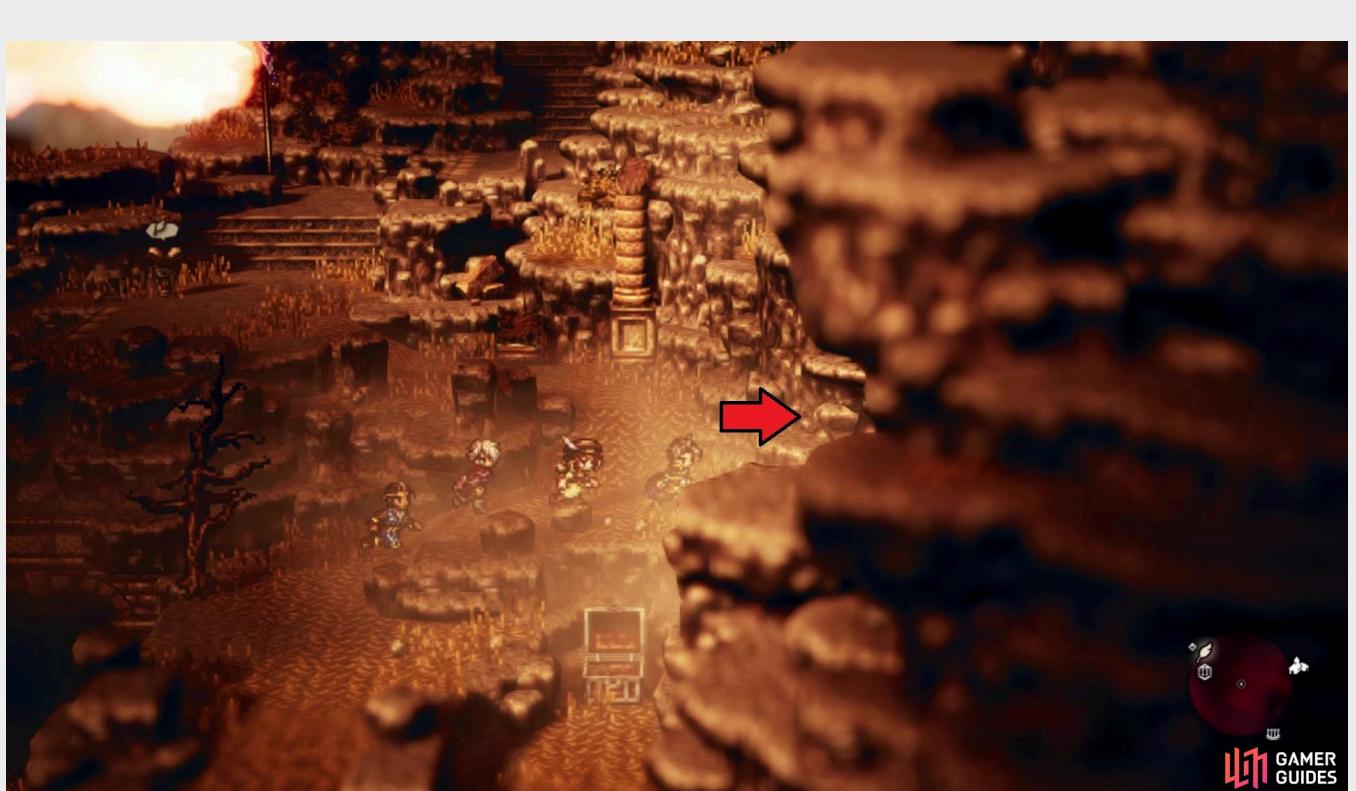
Before doing anything, head to the tavern and Inquire/Scrutinize the guard on the right, which will dramatically increase the success rate of Therion's Steal. Use that increased success rate to steal the **Unseen Saber** from the very same guard. To the north is the Manse Gardens area, which has nothing at all, so ignore it for now. There is a NPC on the eastern side of this area that has three large stat-increasing nuts, then a little further will be the exit to Lower Riverford. In Lower Riverford, the first NPC right there will have a **Giant's Club**, a staff that seems more physically oriented.

There's nothing in the first two houses, and a NPC in the third, although you can't do anything with that NPC. If you look in between the second and third houses, you should be able to spot a NPC standing behind them. To get to him, head into the alley to the right and you should spy a path to the left. He doesn't have much, but there are some weapons you can Steal/Purchase from him. There is another NPC blocking a door to the right of the save point and should you challenge him, be careful of his Befuddling Balm move (strength of eight). Inside of the house is a small girl that you can Inquire/Scrutinize to add more goods to the equipment shop. There is a single chest down the stairs, which contains an **Herb of Valor**.

Onward to Everhold

The last town you haven't visited yet is Everhold, which isn't all too close to another town. If you have to start anywhere, it's probably best to teleport to Wellspring. Exit that town and go south when you can to Western Wellspring Sands. Head into the big section of this area and look for the path to the east, which will bring you to West Stonegard Pass. Follow the trail all the way north, across the bridge and as you head south, take the eastern diversion to eventually reach West Everhold Pass. There is a chest slightly hidden from view by the flag in the forefront, which contains a **Light Soulstone (L)**.

Continue south, bypassing the bridge, and you will come to another chest in the corner (**Silver-filled Pouch**). Cross the bridge to the east and look for the slope to the right that allows you to go down and collect another chest (**Energizing Pomegranate M**). South of the chest is a hill you can go down that leads to the Everhold Tunnels, a dungeon with a Danger Level of 55. Ignoring the main path for now, get on the ledge right above the Pomegranate chest and move to the right to discover a hidden path. This will bring you to the Shrine of the Runeblade, the fourth dungeon that will unlock a secret job, once you defeat the boss at the end.



There is a hidden trail here that'll bring you to the Shrine of the Runeblade

Back outside and on the main path, climb the stairs by the save point, stopping to grab a chest (**Fire Soulstone M**). There will be another chest a little further up (**Inspiriting Plum M**), then you'll find the entrance to Everhold. Everhold is fairly small and doesn't have a lot of stuff to do (or get) in it. The female NPC right there at the entrance has a **Wisdom Staff** and **Sorcerer's Robe**, plus you can Inquire/Scrutinize her to get a new dagger for sale in the shop. Speaking of the shops, they will be to the right of that NPC, although there isn't too much available.

Go north of the former NPC to find another in front of a house, who happens to have a **Rune Bow** on her. To the east of that will be a man standing in front of a house, but ignore him and open the chest next to the house for a **Healing Grape (M)**. Sandwiched between the tavern and the save point will be another chest, this one holding a **Rare Stone**. The rest of the town is down the stairs to the left, although it's only three more NPCs. The one does have three large stat-increasing nuts, though, so make sure you grab those. That's all for exploring all of the towns for Chapter 4, so let's get started on the individual stories.

Cyrus' Fourth Chapter

You should be well-prepared now for the final chapters of the characters' stories, so begin by teleporting to Duskbarrow. Head to the tavern and begin Cyrus' final chapter. Cyrus' leads has lead him to Duskbarrow, where he ponders that a secret lab of some kind must be present in the town. While looking around, he spots Lucia, the headmaster's assistant, so he decides to follow up. Approach the stone doors at the northern end to not find Lucia, but he does find a button. Choose to press it to have nothing happen, which is a bit of a conundrum.

Instead, choose to not press it to have the option to pull it come up. Doing this doesn't do anything either, so pick to not do that to have a few more options appear. You will want to twist the button to open up the stone doors, which will lead you to the Ruins of Eld, the dungeon for Cyrus' chapter.



Pressing the button will do nothing (left); For the final option, twist it to finally open the doors (right)

Ruins of Eld

Head west at the beginning, bypassing the two rooms, as they have nothing. Just past the second room is some stairs, so go up them and hug the western wall as you continue north, pressing right while doing so. If successful, you should discover a secret path, which leads to a purple chest that contains a **Rune Bow**. Return to the main path and go north, stopping by the room on the left for a **Refreshing Jam**. Although it's hard to see because of the sunlight, there is another chest to your north, in the sunlight (**20,000 Leaves**).

From the previous chest, travel west and south, down a bunch of stairs, and into a new area. The only thing you will find in this area is a purple chest that holds **50,000 Leaves**. Double all the way back to the first money chest and go southeast to find some stairs, leading down to another chest (**Shadow Soulstone L**). Make your way to the trail above the chest, keeping to the east, where you will come to a mural on the wall, triggering a scene. Once you regain control, look to the left of the main part of the mural to spy a chest hidden behind a fallen pillar (**Vivifying Stone**).

Continue east, past the save point and down the stairs beyond it. This leads to another area, where you can find a **Void Amulet** in the chest that's inside of the small room. That's all you will find here, so return to the save point and pass through the door, to another new area. Straight north will be a chest (**Healing Grape Bunch**) and another chest will be in the opening to the left of the previous one (**Energizing Pomegranate L**). West of that will be a library, where Cyrus will take over and find a bunch of supposedly lost tomes.



There is a secret passage behind this building (left); which leads to a locked chest with a Rune Bow (right)

If only you could read some of these books, but you cannot. Up the stairs and to the left will be an exit from this library, so take it, descend the stairs beyond and open the chest to your right (**Ice Soulstone L**). South of that will be another chest (**Knight's Shield**), and the rest of the dungeon is nothing but a short trot to a save point and the boss.

BOSS - Lucia

Lucia begins the battle by having two actions per turn, which can be pretty brutal with the damage she can do. On her first action, she'll use Physical Perfection, granting her five weaknesses and a whopping 30 shields. On her second action, she will likely do something like Sweep to hit all of your characters for fairly high damage. Now, Lucia has multiple phases, with the first one being the physical. In addition to Sweep, Lucia can also do Wallop, a big damage attack that can inflict Unconscious. One other move she can do is Pulverize, dealing major damage to a single target and also draining their BP. Her first phase is weak to **swords, spears, daggers, axes and bows**.

The strategy for the first phase is to use multi-hit moves like Rain of Arrows and Thousand Spears to whittle down her shields, since they are guaranteed to hit at least three times. While doing this, up your physical defense with the mercenaries from Hired Help, while dropping her physical attack with the Thief's Shackle Foe. This will make her damage much more manageable, especially if she likes using Sweep a lot. Eventually, the shields will go down and you will have the chance to lay on the damage, so do just that.

When Lucia recovers, the second phase will begin, with her shields being cut in half to 15. She also changes her weaknesses, opting for five new ones. In fact, all of the weaknesses are elemental, with them being **fire, ice, lightning, wind and light**. Lucia also changes up her attacks, choosing some elemental attacks. Shatter Soul deals big physical damage to a single character, with some of the damage being applied to your SP, too. Shadow Slash deals big dark elemental damage to a single character, plus it may inflict Silence. Hellfire does good dark elemental damage to all characters.



Moves like Thousand Spears help a lot in reducing the first form's shields (left); Pulverize is annoying because it steals your BP (right)

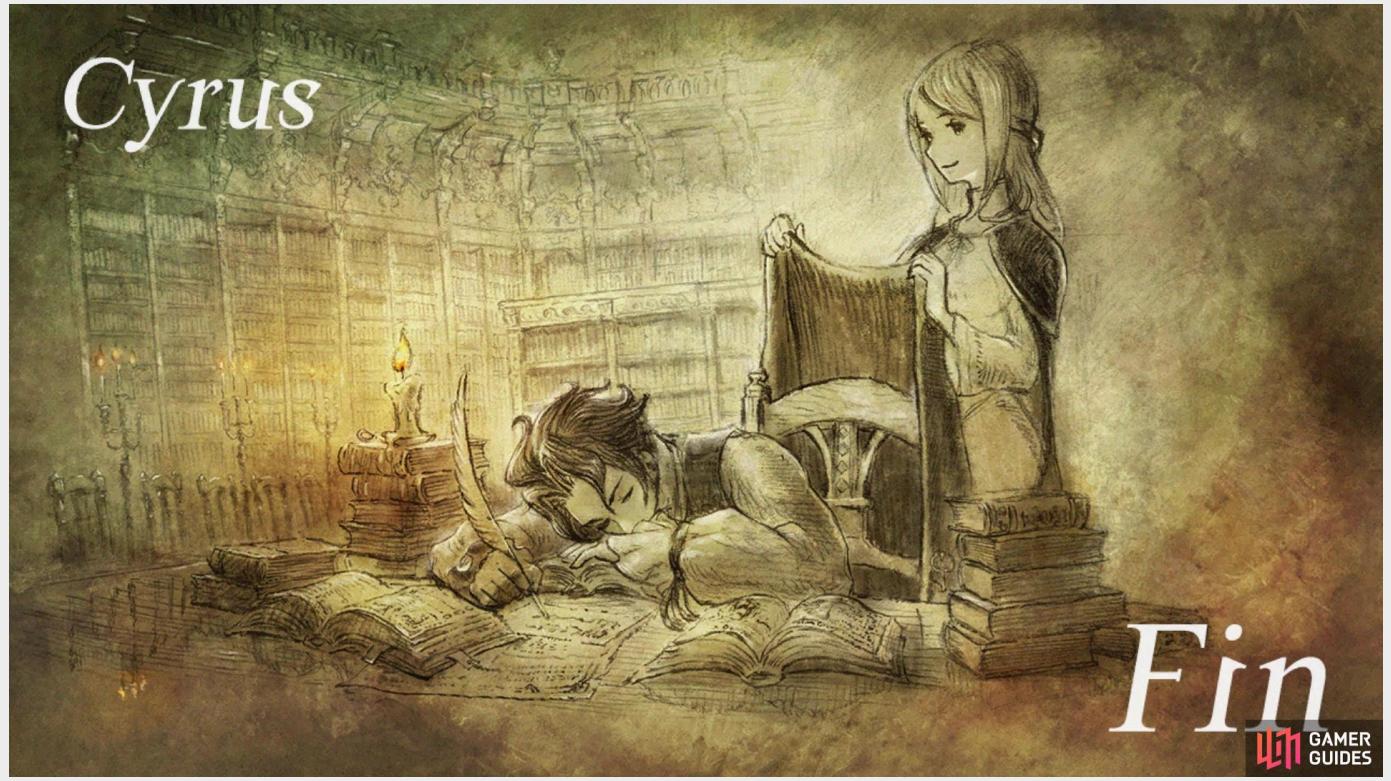
Upon breaking her shields and Lucia recovering, her shields will reduce to 8, which is the final amount. Her weaknesses also change yet again, going down to four and becoming **swords, axes, lightning and light**. She'll gain another action per turn and add even more attacks to her repertoire. Berserk Rage deals pretty good physical damage to characters randomly, around five or so times. Rampage is similar, but it only hits two to four times. She can also heal herself, but it's such a minute amount (less than 2,000 HP) that it shouldn't matter. The worst thing is that she can enter boost mode, following this up with Almighty Curse, an attack that reduces your party's HP to 1. Hopefully Almighty Blow isn't followed by something that hits your party, as this will be a game over.

If you can outheal the damage and cure the ailments when they pop up, this fight shouldn't be too difficult for you. Once Lucia goes down, the story isn't quite over yet. Return to the library you passed earlier and check out the bookshelf on the right to obtain the **High Hornburgian Dictionary**. You will now need to use Scrutinize on three specific spots, two of which are in the lower section of the current library, with the third back where you fought Lucia. Note that random encounters will still occur. Once you've done this, return to the mural in the previous area and Scrutinize that, which leads to some more questions.

- Sealed power away beyond the edge of the world
- The power of life and death
- A warning

Some more scenes will occur after you finish up at the ruins. If Cyrus was the character you picked at the very beginning of the game (it is according to this walkthrough), then you will bear witness to some credits. After the credits are over, you will return to Atlasdam, where you will regain control of your character. Note that if Cyrus was your initial character, you will finally be able to take him out of your party. Also, finishing Cyrus' fourth chapter will unlock some new Side Stories out in the world. This is true for completing all Chapter 4 stories, with some Side Stories requiring more than one character's story to be finished.

Cyrus



Fin

 GAMER
GUIDES

Tressa's Fourth Chapter

Tressa's fourth chapter will begin Grandport, so head there and use the tavern to officially begin it. After acquiring some eldrite in Victors Hollow, Tressa sets off for the Merchants' Fair in Grandport. She ends up encountering Mr. Wyndham, a rich aristocrat that seemingly helps fund the Merchants' Fair and also holds a separate competition, with the reward being one billion Leaves. This definitely catches Tressa's attention, as you regain control of your party. Head to the Markets area to the north, just left of the save point, to trigger the next scene.

As she checks out all of the wares, a lady comes and steals her notebook, of all the dastardly things to do. She thinks of a way to get it back and ends up meeting up with an old face, Ali. Another scene follows, with Tressa spotting the lady who stole her notebook, so she gives chase to the north. Approaching the auction house to the north will cause another scene to occur, with Tressa and Ali heading inside. Regaining control for a short bit, approach the door in the upper right for another scene. Thanks to Ali's distraction, you can give chase after the woman, who went into the Grandport Sewers.

Grandport Sewers

This place has a similar setup to the Ruins of Eld in [Cyrus' Fourth Chapter](#), in that, it has two main areas and some smaller ones that will only have some treasures. Start off by heading west, until you find yourself at a east-west split. Go east first, down some stairs and open the chest at the end for an **Energizing Pomegranate (L)**. Return to the split and venture west again to the end to find another chest (**Thunder Soulstone L**). To the left of that chest is a hidden doorway, leading up to a ledge with another chest, this one holding an **Imperial Helm**.



You can find a hidden entryway next to the previous chest to get to this one

Return to the main path and head south this time, all the way to the end, where you will spot a purple chest to the east (**Legion Dagger**). Take the path heading west to another save point, where there will be two ways to go. South of the save point will be another chest, containing a **Wind Soulstone (L)**, so grab it and use the bottom of the two western paths to arrive in a new area. All you'll find here is a solitary chest, holding a **Force Shield** for you. Double back to the previous

area and take the northwestern way this time to arrive in the same area as the shield chest, but in the main area of it.

Immediately to your south will be a chest, so open it (**Thunder Soulstone L**) and continue west. You will eventually spy another chest in a small alcove north of some stairs, so open it for a **Refreshing Jam**. Next to that same chest is a hidden path, leading to another ledge with a chest (**Scourge Lance**). Back on the main path, descend the first set of stairs, then the second and third, stopping there. On the right side here, you can go through an opening and find another chest (**Robe of the Dragon Princess**). Continue south and then west, going to the corner for a chest with a **Healing Grape (M)**. The final area is to the north, where a chest awaits you to the right of the save point (**Olive of Life L**). Heal up, save your game and walk into the opening to the west to find Esmeralda, your next boss.

BOSS - Esmeralda

If you thought Cyrus' final boss was different, then you're in for a treat with Esmeralda, as she has a unique mechanic specific to her. She has access to debuffs on some of her attacks, which aren't the normal kind, as you can't dispel them with items or Rehabilitate. These debuffs will seal some of your commands, meaning you won't be able to use them while the debuff is active. In fact, the only way to remove these debuffs is to break Esmeralda. Red Blade seals the Attack command, Blue Blade seals physical skills, and Violet Blade seals magical skills. Note that all of these Blades can have their damage mitigated by upping your physical defense, as well as elemental defense, so Hired Help's Mercenaries and Shackle Foe will help a lot throughout the fight.

There is one more attack like the ones above, called Black Blade, although it doesn't do any damage. Instead, it will put a counter above the character's head and when it reaches zero, then that character will be killed. Similar to the other debuffs, breaking Esmeralda will dispel it. As for Esmeralda's other moves, she has Hack and Slash, which deals big physical damage to a single character three times. By far her worst move is Five Strikes, delivering five big hits to random allies. If not properly buffed or equipped to deal with it, two of these strikes on a single character might kill some of the lower-HP characters.



Five Strikes, while random, can certainly cause a lot of trouble if it targets a single character (left); Black Blade Rush will put a death counter over everyone's heads (right)

She also has something called Raven's Flight, which lowers everyone's physical defense, but it's not clear when she uses this, as it must be a fairly rare move. Esmeralda is initially weak to **spears, axes, staves, wind and light**, but she changes her weaknesses after recovering from a break; she will also gain two shields upon recovering, up to a max of eight. She switches between three sets of weaknesses and will always waste one of her two actions when recovering to change said weaknesses. The second set includes weaknesses to **swords, bows, fire, lightning and wind**, and the third set has her being weak to **spears, daggers, ice, wind, and dark**.

At half health (yellow name), Esmeralda breaks out a new move, Black Blade Rush. This is essentially a party-wide Black Blade, with counters being 1, 3, 5 and 7. Since it's a good probability that the character with a counter of one might die, it's a wise idea to keep Esmeralda's shields close to the breaking point whenever her turn is coming up once she reaches 50%

health (a break will dispel all of the blades). Despite the blades being troublesome, the real killer in this fight is definitely Five Strikes because of the potential for disaster. If you can manage to keep Esmeralda broken, then this becomes a lot easier of a fight.

With Esmeralda finished, Tressa retrieves her notebook and heads back to Grandport to participate in the auction for Wyndham. Watch the scenes that follow and you will eventually be finished with Tressa's final chapter. As if Cyrus' chapter, you will unlock a few new Side Stories in the world (two right now if you've only finished Cyrus and Tressa).



H'aanit's Fourth Chapter

Fast travel to Marsalim, head to the tavern and begin H'aanit's fourth chapter. After defeating the dragon in the previous chapter, H'aanit obtained the herb-of-grace to help prevent Redeye's curse. With that out of the way, one of the Knights Ardante told her that they have found the fiend's location, leading her to Marsalim. Upon entering the town, head up the stairs to your east, to the top, where you'll meet up with Eliza. She mentions the beast is lurking in an ancient ruin to the west of town, called Grimsand Ruins.

Redeye setting up shop in Grimsand has caused the local monsters to go into panic mode, meaning they are running wild. The local militia went there to subdue the monsters, but haven't returned yet, with the game cutting to them, finding out their fate. You'll regain control shortly after this, where you will want to head to the middle of town for more scenes. The plans will be set in motion, with the Knights Ardante and the local militia teaming up to push the normal monsters aside, while your team heads to the ruins to deal with Redeye. Speak with Eliza when you're ready, putting this exact plan into action, where you'll now be inside Grimsand Ruins.

Preparing for Redeye

This quick little section will help you prepare for Redeye, who isn't too bad of a fight. You will want to stack physical defense for him, so make sure your characters are properly equipped for such a thing. A Merchant with Hired Help is extremely useful, as is a Thief with Shackle Foe (Armor Corrosive is a plus). Additionally, Redeye will be able to inflict Blindness and Unconscious, so make sure you have a healthy supply of Herbs of Light and Herbs of Revival on hand. Also, hopefully you didn't get rid of those Herb-of-Graces. That's about all.

Grimsand Ruins

You'll already be inside the Grimsand Ruins when you regain control, but there are a few things in the area outside of the ruins. Exit and head east of the entrance to find a chest with a **Fire Soulstone (L)**. Go straight south from the stone arch to find another chest (**Silver-filled Pouch**), then the last chest in the area will be in the northwest corner (**Energizing Pomegranate L**). With all of those out of the way, it's time to return to the ruins.



There are a few chests in Grimsand Road for you to loot, so it's a good idea to back out of the ruins to get them

Once you're back inside the ruins, follow the path ahead of you, down some stairs and descend the next set of stairs right next to them to find a chest at the end (**30,000 Leaves**). Back up the stairs, head west a little bit and enter the first room you see to find another chest (**Healing Grape M**). To the southwest of that doorway will be some stairs, leading to a lower area. Down here, head south to spot more stairs, which will bring you to a new area. In this little area, you will come to a purple chest, which contains a whopping **50,000 Leaves**.

Return to the previous area and you should be able to spy a chest hidden in the alcove to your north, underneath the top area (**Energizing Pomegranate M**). Continue to the south, bypassing the first doorway here and enter the second room, where a chest will be slightly hidden in the upper left corner (**Calming Stone**). Ignore the way to the north for now and move straight south from that opening to find some stairs that lead to another separate area. Again, all you'll get here is a lone chest containing a **Gleaming Amulet**. Double back to the previous area and take that northern exit now.

In here, go until you encounter a fork in the road, venturing north until you arrive in a new area that contains a purple chest (**Unseen Saber**). Back at the split, head south until you come to a save point. There's nothing to your east, so just go south until you can start heading west. Keep going in that direction, stopping when you see a path to your north. If you look closely to the west, in the fog, there will be a chest that can be a little difficult to see. Wiggle around on the left side here for a little bit and you will find the opening to reach the chest (**Healing Grape M**).



It's a little hard to see, but there is a chest in the fog

A little north of that chest, you should see another path going west, which has another chest waiting for you (**Inspiriting Plum M**). To the left of that chest is a hidden opening, which goes up and to the right for a chest that holds an **Enlightening Necklace**. Return to the main area and finally venture north, where you should see a statue right in front of you. Above this statue will be a chest that contains a **Force Shield** and to your left is another statue, with another chest next to it (**Energizing Pomegranate M**).

Continue north to another statue, then west and south to some stairs leading to another chest in the corner not too far from the Pomegranate one (**Healing Grape Bunch**). Straight west from there will be another chest at the dead end, near another statue (**Refreshing Jam**). Just north of the Healing Grape chest, there are some stairs slightly obscured heading to the east, kind of underground. Follow this short path to a chest that contains an **Inspiriting Plum Basket**. Double back to the statue near the save point and not too far east will be another chest near the sand (**Inspiriting Plum M**). Heal up, save your game and enter the opening to the north to get ready for the boss battle.

BOSS - Redeye

Redeye can be an annoying boss for a few reasons, none of which revolve around his petrification curse. At the beginning of the fight, you will see "an ill foreboding pervade the battlefield," which essentially means that Redeye's physical attacks have a chance of inflicting Blindness. In this includes everything, except for two specific attacks, which will be mentioned shortly. Redeye is purely physical, with attack just as Sweep and Rampage, which deals medium-to-heavy damage to the whole party, respectively. It also has Rend, a single target attack that does pretty good damage.

The two special physical attacks are Bestial Roar and Unearthly Roar, both of which can inflict Unconscious, and both hit the entire party. This can be pretty dangerous and you should have a Conscious Stone accessory, so equip it to someone to reduce the chance that your entire party can become Unconscious. That is pretty much the entire skill catalog for Redeye, barring a few exceptions. Being entirely physical, you can mitigate a good amount of damage by having both a Merchant and Thief in your party, as Hired Help's Mercenaries and Shackle Foe will make the battle much more survivable.

Redeye is initially weak to **daggers, bows, staves, fire and light**, but it will change its weaknesses at the beginning of

each turn. There's a total of four different weakness sets available for Redeye, including the beginning one, so you'll need to adjust to each one as it changes them. The following are the weaknesses for Redeye.

- **Daggers, Bows, Staves, Fire, Light**
- **Daggers, Axes, Staves, Fire, Light**
- **Swords, Bows, Fire, Lightning, Light**
- **Spears, Axes, Lightning, Wind, Light**



Redeye will change his weaknesses at the beginning of each turn (left); Make sure you quickly heal whomever is turned to stone (right)

As you can see, Light is shared between all sets, so a Cleric is extremely helpful, although they will likely be on healing duty more often than not. Fire is shared by three of the sets, making a Scholar a great addition, with Lightning shared by two. Bows and Spears are always good to have, considering the multi-hit skills, assuming you have a Hunter (Bow) or Warrior (Spear). A Thief will have Steal HP/SP to hit twice with daggers, but the remaining physical weapons will only be able to hit once. Redeye will have five shields at the start, then gain two more each time it recovers from a break (up to a max of nine).

At half health, Redeye will make it so it has three actions per turn, plus it will upgrade moves and introduce two new ones. Sweep will become Rampage, Bestial Roar will become Unearthly Roar, and you will start seeing Unholy Elixir and Evil Eye. Unholy Elixir is an odd ability, as all it does is heal a single character for 100 HP. Evil Eye is the skill you want to keep an eye out for, as it is the signature move for Redeye. When used, it will petrify a single character, who will be unable to perform any actions.

However, they can still take damage, as well as be healed. Should a petrified character's HP reach zero, then they will be permanently removed from battle. That means you won't be able to bring them back at all, so you will be down a character and that can be a huge detriment. The only way to cure a petrified character is to use an Herb-of-Grace on them. Luckily, Redeye doesn't use Evil Eye too often, so you likely won't have more than a single character petrified at a time, unless you completely ignore them. Mitigating the damage dealt by physical attacks and keeping the status ailments under control are the two keys to winning this fight.

With Redeye finally defeated, the curse is lifted on the soldiers in the area, and everyone returns to Marsalim. Before she can celebrate, H'aanit runs off to see if the curse was lifted on her Master. She eventually finds him doing just well, which will bring an end to her final chapter. As with the completion of other final chapters, you will find one new Side Story from H'aanit's.



Important: Do not get rid of the Herb-of-grace Potions you may have leftover in your inventory.

H'aanit



Fin

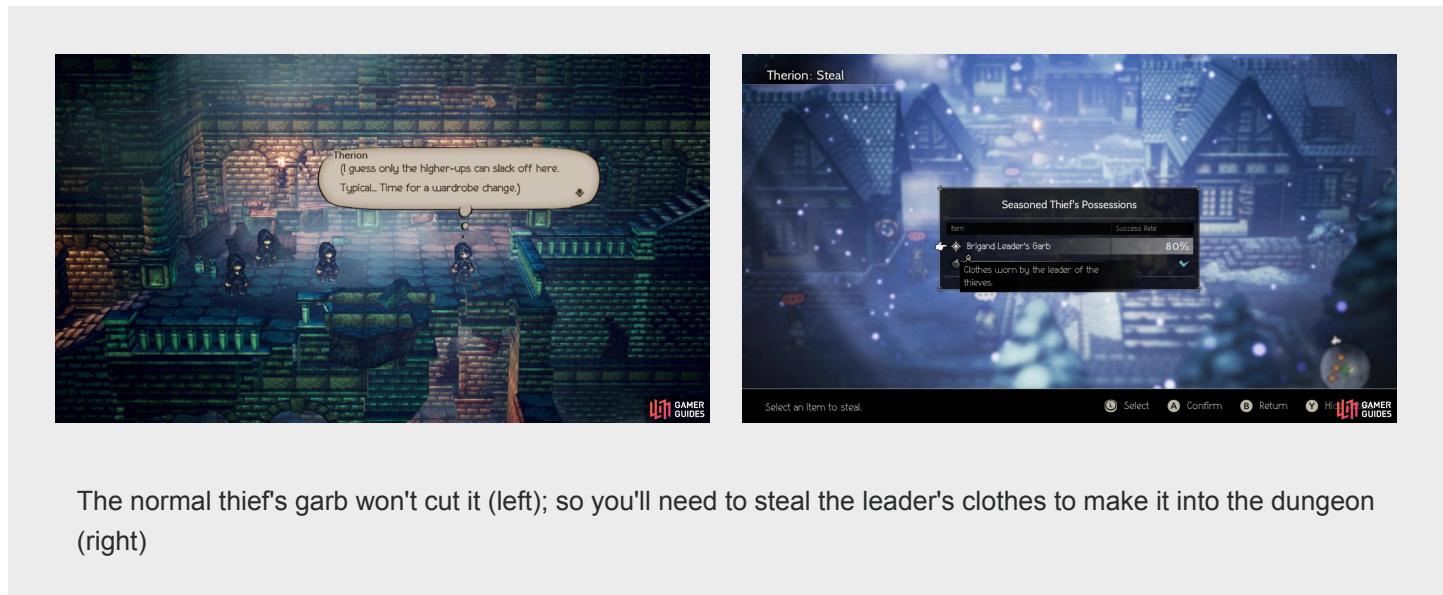
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Therion's Fourth Chapter

Therion's fourth chapter will begin in the town of Northreach, which is north of Stillsnow, so teleport there and begin the story from the tavern. Having found the second dragonstone in Wellspring, Therion ran into an old friend, Darius, who ran away with it. That brings him to Northreach, where Darius has set up shop. Therion witnesses some thieves doing their usual work upon entering the town, then heads to the tavern for a drink, only to see a wanted poster of himself on the wall. You'll gain control after this, so head north to witness another scene, putting you into a fight.

While this isn't a joke of a fight, the thieves shouldn't prove to be any trouble at all and will go down without much input on your end. Some more thieves show up to stir the point, but an acquaintance appears to help out. After some conversation, head back towards the equipment shop for another scene. It seems this seasoned thief is important, so follow him into the other section of town, where you'll pinpoint the location of the thieves' hideout. However, walking into the hideout like this is not a good idea, so you'll need to find a disguise. Right outside of the cathedral is a chest, so open it for an **Ice Soulstone (M)**, then return to the southern section of town.

You will have two options here, as there are two markers on your map. Approach either of them for a quick scene, which will put them into a position for Stealing. Both of them have disguises, as well as another item on them, should you wish to pilfer them (**Olive of Life M** and **Energizing Pomegranate L**). Should you steal the normal thief's garb and enter the church, then you won't be able to do anything, so you will be forced to return to town and snatch the leader's garb. Thus, save some time and pilfer the leader's outfit first.



The normal thief's garb won't cut it (left); so you'll need to steal the leader's clothes to make it into the dungeon (right)

Lorn Cathedral: Cellars

There will be a short scene upon entering and after that ends, go ahead and use the save point if needed. To the east are some stairs going down, so take them and open the chest there for an **Herb of Revival**. Return to the save point and head west this time, all the way to the end, where there will be another chest by the railing (**Refreshing Jam**). Descend the stairs and continue east, all the way down to another chest (**Ice Soulstone L**). Double back to the split and head south this time, where you will see some more stairs leading down.

Take those to find another chest (**Gleaming Amulet**), then go back up and head west. You will have a few ways to go here, with two staircases leading north and another going west, which will bring you to another area. This area will have a singular chest that contains a **Wakeful Stone**, so grab it and return to the previous screen. Climb the eastern set of stairs and locate the hidden passageway to your east, where you'll find a purple chest (**Enchanted Sword**). Continue west to the second main area of the dungeon.

There will be two paths near the beginning of this new section, so stay on the upper one and head west to eventually run into a chest holding an **Energizing Pomegranate (L)**. Take the lower of the two paths now, bypassing the stairs to find a chest in the clearing on the left (**Inspiriting Plum Basket**). Venture south now, down the stairs, and follow the path until you spot some stairs going up. Ascend the stairs and pass through the hidden trail under the opening, which heads west.

Open the chest above you for a **Refreshing Jam**, then find the hidden path to the right of the chest to get to another (**Curious Antique**). Back in the hidden passageway, continue right to find yourself on a higher ledge with yet another chest (**Void Amulet**). That's all of the treasures in this dungeon, so go all the way back to the bottom of the map, then continue west and north to a save point. Heal up, save, then keep going north to confront Darius.



The last three chests are all connected via a hidden path (left); which are pointed out in the two screenshots above (right)

BOSS - Darius

Darius is a fairly straightforward battle and only one of two where conversation will be carried out during the actual battle. He will begin the fight with four shields and upon recovering from a break, he will gain two shields, up to a maximum of eight. Luckily, he only has one set of weaknesses, which are **spears, daggers, axes, ice and wind**. He will block some of the weaknesses upon recovering from a break, but dagger always seems to be open, so a Therion will do wonders with Steal HP/SP.

Being similar to a thief himself, Darius will use some of the same moves, although with a slightly greater effect. He will use Steal Item at the beginning, which will seal off your items (including Alfyn's Concoct), so quickly break him to get them back; he only uses this skill once, so you shouldn't have to worry about it anymore. Steal SP does a good amount of damage to a single character, with a good 75% or so of their SP being drained. Steal HP does similar damage and Darius will recover the same amount back as dealt.

In addition to the above, he can use Steal BP, which appears to deal slightly less damage, but it takes away two BP from the character it hits. Sweep is a physical attack that will hit the entire party for medium damage, while Will o' Wisp is a single-target fire nuke that does absolutely heavy damage. Even with a good 850 elemental defense, it was still doing around 1500 damage to that character, just to give an example. That attack is only one of two magical ones Darius will perform, with the rest of them being physical. This means that Nighthawk, which debuffs your physical attack and defense, can be brutal and you should always counteract the defense part as soon as possible.



Darius will seal off the item command at the beginning of the fight (left); At low health, Darius can take your other party members away, leaving Therion alone (right)

At around 50% HP, Darius will cast a buff on himself that gives him three actions per turn. He will also introduce a new skill at this point, called Hellfire. This is a two-hit fire attack that does some pretty big damage when both hits are combined, plus it has a chance to inflict Unconscious. Luckily, it doesn't seem Darius uses this much at all, so you may only see it once if you're dawdling. The biggest hindrance in this fight comes when Darius' HP is at 25% or less, which is when you might see him go into boost mode (dark aura). He will follow this up with Call Comrade on his first action on the next turn, removing the three other party members, sans Therion.

What makes this horrible is that these characters are treated as if they have been defeated, so if Therion dies to Darius when he's alone, then it will result in a game over. Therefore, it's imperative that you either break Darius as soon as possible if you see boost being activated, or you simply blitz him when he gets low on HP to avoid the chance altogether. Physical defense is a great thing to have in this battle, but don't skimp too much on elemental defense. Combine the Hired Help's Mercenaries with Shackle Foe to mitigate the physical damage the most. It's not too hard of a fight, due to Darius sticking to mostly single-target attacks, with only two really party-wide ones.

After the battle is over, you will witness Darius get his just desserts, then the game will cut to Bolderfall. Therion will hand over the two other dragonstones to Cordelia and you learn the fairy tale surrounding the use of the dragonstones. That'll bring an end to Therion's fourth chapter and with this, that knocks out half of the final stories. As usual, you will unlock a new Side Story for completing Therion's story, but if you already did Tressa's as well, then there will two additional Side Stories.

Therion



Fin

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Chapter 4 Sidequesting (1)

You've done half of the Chapter 4 stories, so it's time for a little break to catch up on some of the sidequests. You will be concentrating on the Side Stories in the four towns for the four stories you've already finished, which are Duskbarrow, Grandport, Marsalim and Northreach. This section will not include the Side Stories unlocked from completing the individual stories themselves, of which there are eight, as those will be posted on the [Post-Game Sidequesting](#) page. To start off, let's head to Duskbarrow first.

Looting Grave Robber & Ashlan the Beastmaster (III)

This is the first two of three Side Stories in Duskbarrow, as both of the above will have you visiting the same optional dungeon. Start off with the former sidequest, which can be started by speaking with the Obliging Merchant south of the town's entrance. He wants something done about a mercenary who's been pestering him with worthless trinkets from some nearby ruins. For the latter, you will find Ashlan in the northwest corner of the village. He believes his father is in some nearby ruins and needs someone to escort him there. To complete both quests, you will need Olberic/H'aanit and Ophilia/Primrose. With the latter, you will need to Guide/Allure Ashlan into following you.

Once you are fully prepared, leave the town and get on the slightly hidden trail to the right of the save point in East Duskbarrow Trail to find the Moldering Ruins. Head past the save point inside and go south, then west to find a path that leads to a chest you saw from the beginning (**Inspiriting Plum M**). Back in the main section, there is a path leading southeast, as well as some stairs just north of those. Take the latter option to find the Grave Robber right there, who you will need to rough up a little bit with either Olberic or H'aanit. He has a strength of seven and will pretty much do physical attacks the entire time, although he can buff his attack if the fight prolongs enough. Once he's defeated, Looting Grave Robber will be finished.

Objective	Reward
Stopped the Grave Robber from pestering the merchant	4,000 Leaves, Energizing Pomegranate (L)

You're not quite done here in the Moldering Ruins yet, so let's continue exploring. To the right of the Grave Robber is a chest, which holds a **Shadow Soulstone (L)**. Follow the southeastern trail from before, and there is a dirt path just to the south, leading to another chest (**Healing Grape Bunch**). Return to the main trail and keep going east, until you reach some more stairs heading north. Take those and head west, all the way until you finally reach a purple chest (**Hypnos Crown**). Return to the top of the stairs, hug the northern wall and venture east to find a slightly hidden opening that will lead to another chest (**Thunderstorm Amulet**).



The Grave Robber can be found not far from the entrance (left); Ashlan's father is found at the end of the dungeon (right)

Just before that hidden opening, you can go south, so do that and descend the stairs to reach in an inaccessible area below (**Vivifying Stone**). Return to the base of the large staircase and continue southeast, through some arches. With the first set, you will find a path by the third opening, leading west to a chest (**Energizing Pomegranate L**). All that's left is to double back to the main path and venture into the last room, where you will find Ashlan's father. Speak with him for a scene and an end to the side story.

Objective	Reward
Helped Ashlan save his father	11,000 Leaves, Monster Trainer's Hat, Slippery Nut (L)

A Cub with No Name

Return to Duskbarrow and speak to the Fearful Mother in the southwestern corner of the village. Her son has brought home a tiger cub from the forest, and is afraid of what it might do when it grows up. There are two different solutions for this quest, so let's start with the first. You will need either Ophilia or Primrose for this. Fast travel to Bolderfall and look for the NPC wearing red near the inn. Guide/Allure the Beastmaster and bring him back to the mother in Duskbarrow to finish.

For the other solution, you will require either Alfyn or Cyrus. Go to S'warkii and look for the Scholar of Beasts, who should be by some stairs in the southeastern part of the village. Inquire/Scrutinize him to learn the **How to Train a Tiger** information, then bring that info back to the mother in Duskbarrow to complete the quest.

Objective	Reward
Helped the Fearful Mother deal with the tiger cub	7,000 Leaves, Beastly Scarf

Le Mann, Explorer Extraordinaire (III)

The next town up is Grandport, so head on over there and enter the Markets area. Le Mann can be found near the docks in the lower right corner. He has hit a snag, as he was about to embark on his voyage to uncover a new land, but some brigands are blocking entry to the ship. You should see the ship to your right, so walk over to the Wharf Thug and

Challenge/Provoke him. With a strength of seven, he is weak to spears and doesn't seem to do much. However, watch out for Brain Bash, as it can inflict Unconscious. Upon defeating the thug, you will finish the quest.



Brain Bash is annoying, as it can knock your character unconscious, giving the enemy some free turns

Objective	Reward
Helped Le Mann set out on his journey	11,000 Leaves, Adventurer's Hat, Fortifying Nut (L)

An Exotic Aroma

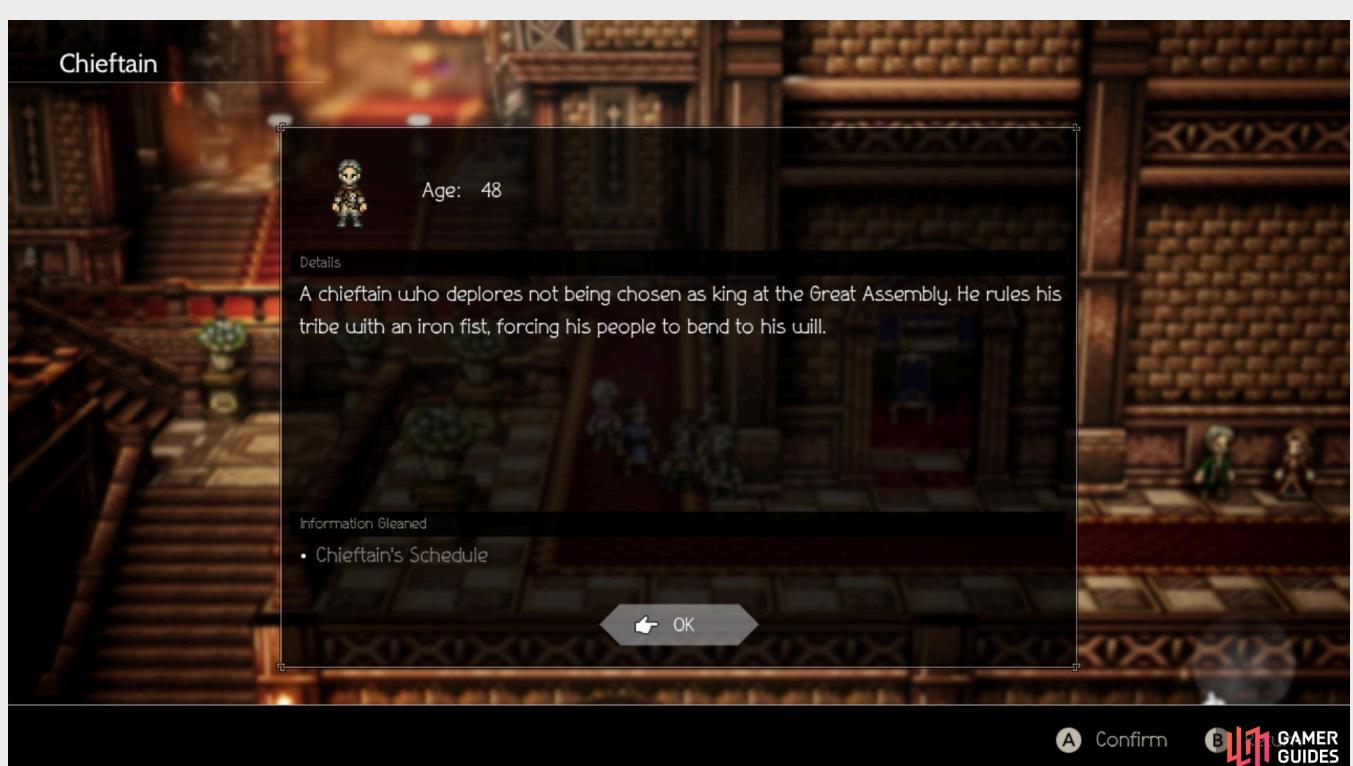
For the next Side Story, look no further than the southwest corner of the Markets area. The woman is from a distant land and while she has no plans on ever returning, she does miss the smell of the quatrait blooms that grow there. There are two solutions for this quest, with the first one requiring you to head to Sunshade. On the western side of town, north of the save point, is a merchant. He has the quest item, so either Purchase or Steal the **Quatrait Bloom** from him and bring it back to the woman in Grandport to finish.

For the alternate solution, you will need either Primrose or Ophilia. Guide/Allure the questgiver into following you, then fast travel to Rippletide. You're looking for the Caravan Member, who is located on the docks by the save point. Simply speak to the Caravan Member with the questgiver in tow to finish the quest.

Objective	Reward
Helped the Woman from Quaragosa cure her homesickness	11,000 Leaves, Revitalizing Jam

Ria, Born to Roam (III)

Fast travel to Marsalim, where you'll have three Side Stories to complete. First up is Ria, who's standing in front of the pathway to the palace. She wants to meet with a chieftain visiting Marsalim, but the meeting needs to be a secret. In order for this to happen, she needs to find out his routine. Head into the palace and go to the upper level, where you'll find the Chieftain on the right side. Inquire/Scrutinize him to get the **Chieftain's Schedule** information, then bring it back to Ria to finish the quest.



The Chieftain can be found inside of the palace, on the second floor

Objective	Reward
Helped Ria meet with the Chieftain	11,000 Leaves, Princess's Coat, Magic Nut (L)

The Prisoner's Plea

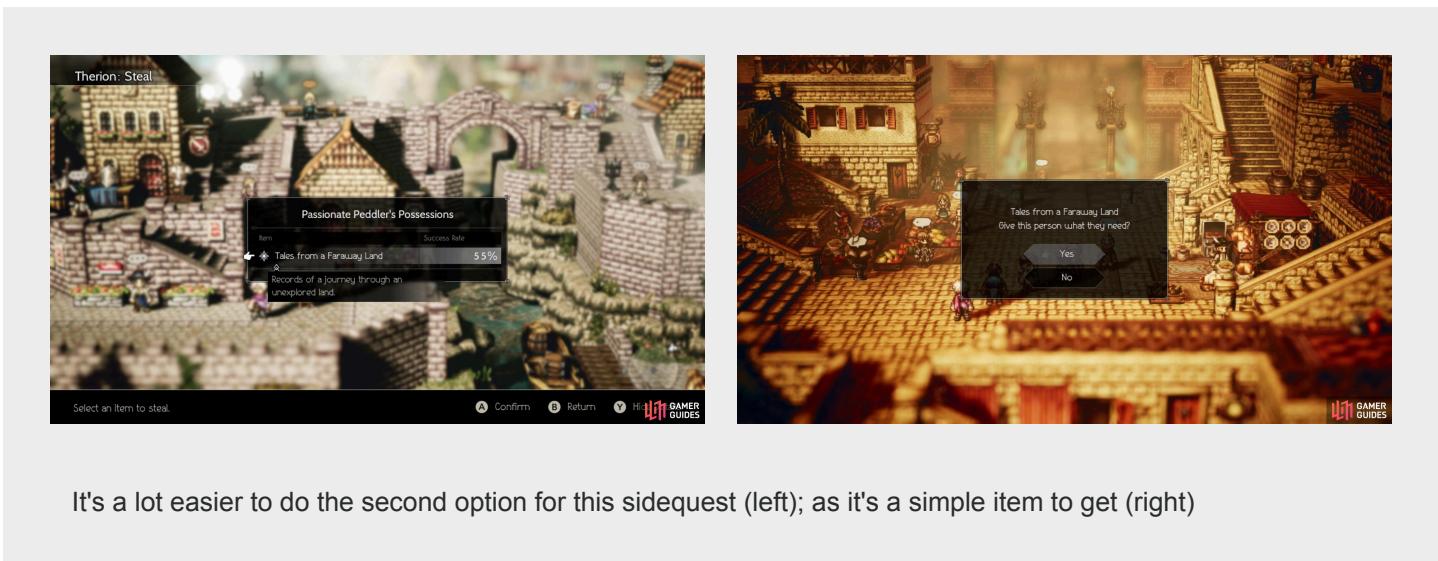
Return to the palace and look to your left on the ground floor, where you should see a Side Story inside one of the cells. Kevin, the prisoner inside the cell, is soon to be put to death, but he asks a favor of you. He needs to know what happened to the love of his life, Lara, before his life is forfeit. You will find Lara in the Markets area of Grandport, on the beach on the left side. Inquire/Scrutinize Lara to learn the **Lara's New Life** information, then bring this info to Kevin back in Marsalim, which will finish the quest.

Objective	Reward
Shared information about Lara to the prisoner	300 Leaves, Revitalizing Jam

In Search of the Unknown

The final Side Story in Marsalim will begin by speaking with the Old Aristocrat in the square of the town. He has lived his life to the fullest up to this point, but he is yearning for something more. There are two ways to complete this Side Story, with the first being to defeat Swordsman Yuri (standing right next to the questgiver) in a duel. This guy is tough, as he has a strength of ten, so you are looking at a challenging fight. His normal attack can deal 400+ damage with around 750 physical defense, plus Cross Strike is capable of inflicting upwards of 1700+ damage. To add on to this, Stunning Strike has the possibility of inflicting Unconscious.

The other option, which is much, much easier, involves you going to Grandport. Look for the Passionate Peddler, who will be in front of the Provisioner. He has the quest item you need, which requires either Therion or Tressa. The **Tales from a Faraway Land** has a pretty low chance for Steal to succeed, so it will probably be easier to just Purchase it with Tressa instead. Once you have the item in your possession, return to the Aristocrat in Marsalim to finish.



It's a lot easier to do the second option for this sidequest (left); as it's a simple item to get (right)

Objective	Reward
Gave the Old Aristocrat something new to experience	11,000 Leaves, Alluring Ribbon

Sir Miles, Servant of the Flame (III)

Head to Northreach to find your last set of Side Stories to do right now. Miles will be the first person you see inside of the town, in front of the inn. Miles has heard rumors that a sword belonging to his fath is in this town. The sword is in possession of a NPC near the northwestern exit. The **Memorial Sword** has a pretty low chance for Therion to Steal it, so use Tressa to Purchase it (the sword will cost around 25,000 Leaves). Return to Miles with the sword to finish.

Objective	Reward
Acquired the father's sword for Miles	11,000 Leaves, Ardante Attire, Nourishing Nut (L)

Heirloom of a High House

The next Side Story will begin by speaking with Byron the Noble, who is on the right side of the inn (middle of three stories here). Byron is looking to gain back something about his noble family, since it has fallen so far, to the point he even had to sell his ring. There are two solutions for this Side Story, with the first one requiring you to visit Grandport. Go to the Markets area and look for the Master Jeweler on the left side of the main part of the Markets. Steal/Purchase **Byron's Ring** and bring it back to Byron in Northreach to finish.

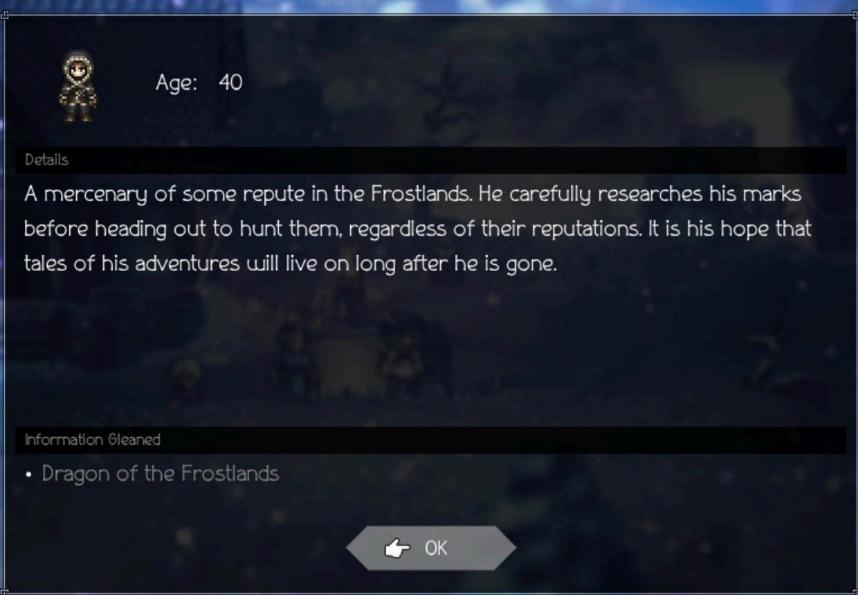
The second solution entails you visiting S'warkii and seeking out a NPC named Highbrow Historian. This person is located straight south from the entrance of the town, along the southern border, and is wearing green. Inquire or Scrutinize this fellow to get the **Byron Family Lineage** information, then bring it back to Byron to finish the quest.

Objective	Reward
Helped Byron remind himself of his lineage	9,000 Leaves, Sharp Nut (L)

Here Be Dragons

The last Side Story that will be covered starts just above Byron, from the Traveling Author NPC. He is travelling in search of tales and legends of the noble dragons, as he wants to put them down in a book. He needs your help in procuring knowledge about the great dragons in the Frostlands, Clifflands and Highlands. You will need to go to three towns, in the above three regions, and use either Inquire or Scrutinize on specific NPCs to get the relevant information. First, let's go to Stillsnow. You're looking for the Veteran Mercenary, who is to the right of the tavern, along the southern edge; he has the **Dragon of the Frostlands** info.

Veteran Mercenary

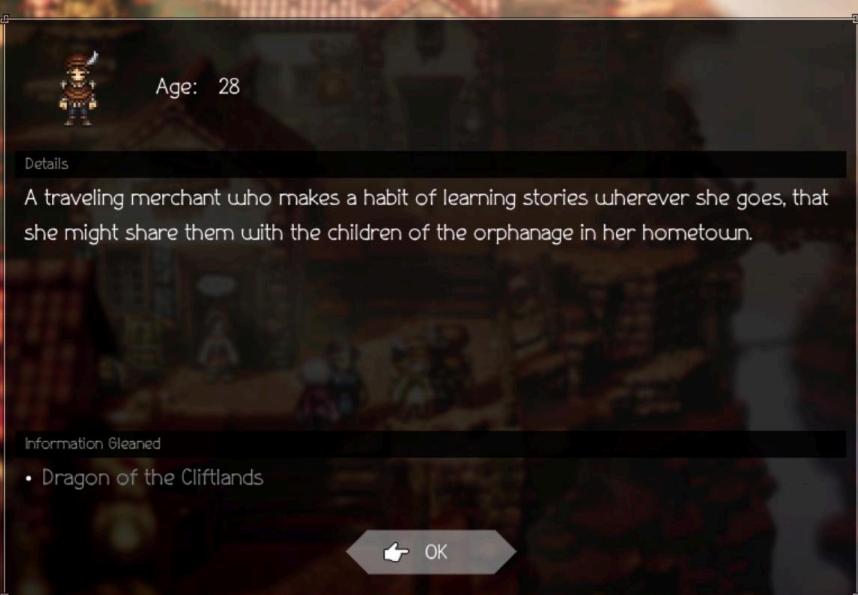


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The NPC in Stillsnow with Dragon of the Frostlands info

Affable Merchant



A Confirm

B GAMER GUIDES

The NPC in Orewell with Dragon of the Clifflands info

Cheerful Storyteller



A Confirm

B GAMER GUIDES

The NPC in Cobbleston with Dragon of the Highlands info

Next up is Orewell, so fast travel to that town next. On the left side of town, there is a woman blocked the door to a house. To the right of this woman is an Affable Merchant, who has the **Dragon of the Clifflands** information. The last stop for this quest will be Cobbleston. The Cheerful Storyteller is who you want here. He can be found next to the house in the southwest corner of the village; he'll have the **Dragon of the Highlands** info. Once you have all three pieces of information, return to the Author in Northreach to finish.



Did You Know? If you pay close enough attention to the stories told by the author upon finishing the quest, all three have relations to stories within the game itself.

Objective	Reward
Collected tales of dragons for the Author	11,000 Leaves, Dragon's Scarf

Advanced Job Classes

You've done a little bit of sidequesting, which helped procure a few new pieces of gear. However, there's probably something that's been in the back of your mind, which are the advanced job classes. It's about time you tackled them now, but which one should be your first. All of them have quirks to their battles that might prove challenging, but two of them are a lot easier due to a specific strategy (will be outlined shortly). Those two are the Archmagus and Starseer, then following that will be the Runelord and Warmaster.

Preparing for the Advanced Jobs

By now, you should have a good bit of JP saved up on your characters, to the point where you might be able to get a few support skills. Although it might not be needed, but having Saving Grace (the fourth support skill for the Cleric) is very helpful, in case things go wrong. This skill allows you to heal past the max health your character has, allowing for more survivability. The two key jobs for this strategy to work will be the Cleric and Dancer. Specifically, you will want the Dancer's Divine Skill and the Cleric to have learned Reflective Veil.

Although the fights will leave for more strategy, the basics of this plan involves using Sealticge's Seduction on the Cleric, then boosting Reflective Veil on your entire party. Since the Archmagus and Starseer are magic-focused bosses, their spells will be reflected back at them. BP is a crucial part of this strategy, so having a Merchant around to use Donate BP on the Cleric is a good idea, although you should have a health supply of Energizing Pomegranates saved up by now. Note that Alfyn is a great ally to have in these fights, due to Concort being an all-around useful tool for healing, breaking shields, and replenishing BP.

Attributes			
Max. HP	2,864	Max. SP	217
Phys. Atk.	209	Elem. Atk.	490
Phys. Def.	467	Elem. Def.	695
Accuracy	190	Speed	171
Critical	171	Evasion	102

Select a category. Select Confirm GAMER GUIDES

Saving Grace will be the one support skill you will want on everyone for the following battles

Shrine of the Archmagus

First up is the Archmagus, or the Sorcerer advanced job. If you don't remember where the shrine for this is located, it's

close to Duskbarrow. Exit the town and follow the path normally, until you see some ruins sticking out the left side of a rocky hill, with a chest to the north of it. On the eastern side of this hill is a slightly hidden path that will let you loot that chest and also find the entrance to the Shrine of the Archmagus.

Upon entering the cave, head west from the save point to your north to find a chest that contains an **Energizing Pomegranate (L)**. Return to the save point and continue east, until you find a path that leads to your south, where you'll find another chest (**Shadow Soulstone M**). Back on the main path, keep going east, bypassing the split, until you reach another chest at the dead end (**20,000 Leaves**). Venture all the way to the north, then look to the right to spot a chest there (**Revitalizing Jam**).

To the west of your current location is the main path, which will bring you to another split. The first path south will lead you back to the east, but the second path south has a chest at the end (**Inspiring Plum M**). To your north will be a purple chest, holding a **Wizard's Rod**. Head to the end of the dungeon, where you will find the familiar opening with the altar. Approach it and choose to step forward to begin the boss battle.

BOSS - Dreisang, the Archmagus

Dreisang appears simple on paper, but a few skills make it a lot more annoying/challenging of a fight. Dreisang will always open up the battle by using Divine Majesty. What this skill does is make it so you won't be able to buff your entire party for five turns, although any buffs you might have gotten off beforehand will stay until they run out on their own. This is extremely troublesome, simply because Dreisang can still debuff you without you being able to do anything about it. Note that he can use Divine Majesty throughout the fight, so it's not just a one and done deal. It also debuffs your elemental and physical attack power.



Dreisang will open the fight with Divine Majesty (left); All of Dreisang's spells will hit a total of three times (right)

The upside to the very beginning of the fight is that it can be possible to break Dreisang before he gets his first turn, but it comes down to a bit of luck. He initially begins with four shields and is weak to **swords, spears, axes, lightning, and light**. Upon recovering from a break, Dreisang will gain three shields, up to a maximum of ten, and change his weaknesses. He has three other sets, which are as follows:

- **swords, lightning and wind**
- **bows, light and dark**
- **daggers, fire and ice**

Once you initially break him, Dreisang will randomly switch to any other weakness set, so there is no order. On to his actual moves, being a sorcerer, you know he will be using elemental spells on you. All of his spells hit three times and he has the entire elemental range. Ignis Ardere is fire, Glacies Claudere is ice, Tonitrus Canere is lightning, Ventus Saltare is wind, Lux Congerere is light, and Tenebrae Operire is dark. There is no differences amongst these spells, other than their element, which doesn't matter to your characters unless you're wearing damage-mitigating accessories.

Outside of those elemental spells, Dreisang doesn't have many other attacking skills. Element Break is a staff attack that will debuff a single character's elemental defense. He also has Element Steal, which doesn't count HP damage, but he will steal around 35-40 SP from each of your characters. One of the more annoying moves Dreisang has is called Might of the Archmagus, one that buffs his own elemental attack while debuffing your entire party's. Needless to say, this is a huge boon for him, as his normal spells can do upwards of 1,000+ damage a hit (depending on your defense).

That's pretty much the entire fight, barring the one new action that can happen whenever Dreisang reaches 50% HP or below. It is here that he will use Extreme Elemental Augmentation. What this does is increase the power of his elemental spells, substituting the second word in each one with Maximus. At their base, they can do around 1,000+ damage a hit, so you know they can put a hurting on your characters if their elemental defense is debuffed or the boss' elemental attack is buffed. Luckily, breaking him will get rid of it, so once you see him use this move (it has the familiar dark aura), quickly use whatever you can to break him.

And there you have the fight against Dreisang, the Archmagus. By far, the easiest method to dealing with this fight is to use the one briefly outlined under **Preparing for the Advanced Jobs** above. You will need a Dancer with their Divine Skill, as well as a Cleric with Reflective Veil. As an added bonus, using the Cleric's Divine Skill will make things a lot easier in the long run. So, to begin this strategy (might need to wait until Divine Majesty wears off if the boss uses it), you want to get enough BP (three) on the Dancer and Cleric, then use Sealticge's Seduction on the Cleric, as well as have the Cleric use Aelfric's Auspices on him/herself.



The reflect strategy is a pretty safe strategy than straight-up fighting him

Once that is done, feed BP to the Cleric and on the subsequent turn, he/she will use Reflective Veil fully boosted. If done right, you will have eight elemental reflects on each character. Note that each spell Dreisang uses hits three times, so each character will reflect it three times, using up three of the charges of Reflective Veil. Of course, the spell will be bounced back a total of twelve times, so the damage will be significant on Dreisang. Might of the Archmagus will not be reflected, nor will Element Break or Element Steal. Remember that any buffs on characters will stay should Dreisang use Divine Majesty.

If you don't want to use the above strategy, then Saving Grace is almost a mandatory support skill to have on each character. Couple this with as much elemental defense as you can get to make the battle easier on you. Avoid equipping

characters with armor/accessories that have HP regen, as you don't want this to trigger Saving Grace. Note that the Cleric has Sheltering Veil, which increases a single ally's elemental defense for two turns. You can combine this with boost and Sealticge's Seduction to have it cast on everyone. This will help a lot, especially if Dreisang decides to use Might of the Archmagus or Element Break (the former is worse).

For defeating the Archmagus, you will earn the Sorcerer job class, which follows the same rules as every other one. However, each normal skill you purchase costs 2,000 JP, with the Divine Skill still being 5,000 JP. Doing this one first will help a lot with the next advanced job boss, the Starseer.

Shrine of the Starseer

To get to the Shrine of the Starseer, you will be fast travelling to Wispermill in the Flatlands. Exit the town and you should see a save point to your west. To the right of this save point is a red flag, which is your cue to find the hidden path to the immediate right of it. This will leads you straight to the entrance to the shrine.



The path that leads to the Shrine of the Starseer

Once inside, head all the way west, past the split, until the path turns around to a chest on a ledge (**Light Soulstone L**). Return to the split and go east this time, on the upper path, leading to another chest overlooking the entrance to this dungeon (**Inspiring Plum M**). Continue north to another intersection, where you'll be running west to another chest (**Refreshing Jam**). Double back to the intersection and go north this time for one final chest, holding an **Antidote Stone**. The eastern trail at the intersection will bring you to a save point and the altar that starts the fight with Steorra, the Starseer.

BOSS - Steorra, the Starseer

Having the Sorcerer job class will make things a lot easier than doing it without any of the advanced job classes. Also, the same setup in terms of Saving Grace and other loadouts for your characters will work in this battle. The Starseer isn't too challenging of a boss, although her damage can pile up quite well, especially her single target spells. She will begin the

battle with Physical Reflection, which allows her to counterattack any physical attacks with her own that will likely drop the character in a single hit.

That means you do not want to physically attack her while this buff is on her. Luckily, it will go away whenever you break her, so if she doesn't recast it, then you're free to smack her with your weapons. Speaking of weaknesses, Steorra is a bit different than other bosses thus far, as the number of shields she has directly ties into the weaknesses she will have. For example, she will always be weak to **swords, daggers, fire, ice and lightning** whenever she has seven shields. Naturally, with this knowledge, you will know she changes weaknesses and the number of shields whenever recovering from a break. The following is a list of weaknesses, as well as the number of shields she will have in parentheses.

- **Swords, Daggers, Fire, Ice, Lightning** (7 Shields)
- **Dark** (4 Shields)
- **Spears, Bows, Fire, Ice** (12 Shields)
- **Swords, Daggers, Lightning, Wind** (8 Shields)

The weakness set she changes to is completely random and there is no pattern. To continue with her other moves, Wandering Star is a single-target spell that hits for big damage, plus it has a chance of inflicting Confusion. Baleful Star hits similarly, but it has no ailments attached to it. Shooting Star is the big damage for Steorra, as it hits three times on each party member; each hit is wind/light/dark damage in that order. The last two moves Steorra can do in the initial stage of the fight don't do any damage. Restore Balance works similarly to Dreisang's Divine Majesty, except it also removes all buffs and it only hits a single character.



Restore Balance will remove any buffs and prevent you from buffing too (left); With Sealticge's Seduction, you can buff your entire party's elemental defense (right)

Thankfully, she doesn't really use this skill too often, so it's nothing you should have to worry about. Song of the Starseer is a buff that she will cast on herself, which increases her elemental defense, physical defense, speed and evasion. Magic doesn't miss and physical attacks can be voided if she had Physical Reflection up, so evasion shouldn't matter. Speed can affect her turn order a little bit, but it's not a huge loss if you ignore it. Also, the defense buffs just mean you deal less damage to her, so they can be safely ignored for right now.

Once Steorra hits 50% HP or below, she will begin added some more stuff to her repertoire of skills. She can buff herself to have three actions per turn, which can make things difficult, but there's nothing you can do about that. She might use Supernova, which hits everyone for major damage and takes a single BP from them. You might also see Lost Star, a skill that is similar to Wandering Star, but it hits random allies around four to five times (it can confuse). At this point, she can also boost herself (the dark aura), which is followed by Omniscience on her next turn, an elemental attack that hits everyone for a lot of damage. Rarely, she will use Heavenly Protection, a buff that doesn't seem to go away and allows her randomly have a chance to nullify damage. Lastly, once she hits 25% HP or less, Steorra could use Ethereal Healing, healing about 10% of her max HP and also granting her a regen buff.

Having Saving Grace is a really good idea for this fight, as it helps mitigate the need to heal so often, especially since Steorra likes to use Shooting Star often. The reflect strategy outlined in the Dreisang fight works here, too, but the only real area-of-effect spell you'll see often enough is Shooting Star. If you don't want to try that strategy, having the Sorcerer class will speed things along, especially since there is an elemental weakness in each set. A Scholar and Sorcerer combo will make it so you can destroy five shields on three of the weakness sets. The only one that's a problem is when she has four shields, since dark is the only weakness, but Tenebrae Operire will make quick work of that.



The Sorcerer's Tenebrae Operire will make the dark-only weakness phase a lot easier to break

Upon beating Steorra, you will gain the Starseer advanced job, netting you two of the four. Feel free to check out its skills, then it's time to move onto the third job boss, the Runelord.

Shrine of the Runeblade

To get to the Shrine of the Runeblade, you will need to get to West Everhold Pass. From Everhold, follow the stairs all the way down until you get to the save point. Here, there is a path to the right you can take, with a chest below you. Above this chest, there is a path to the right that you can take that leads straight to the shrine.

Follow the trail in here until you spot a chest below you. Ignore that for now and continue until you see a chest above you, so open that second one for an **Inspiring Plum Basket**. Head a little more east, then there will be a path that leads back to the first chest you saw (**Healing Grape Bunch**). Return to the main path and keep going east, past the stairs, and you'll see a path leading to the north. Go all the way to the end for a chest (**50,000 Leaves**), then look for a path on the right side that takes you south to another chest (**Revitalizing Jam**). Double back to the stairs and climb them all the way to the top to find the altar that leads to the boss fight.

BOSS - Balogar, the Runeblade

Balogar is a fairly straightforward fight, in terms of abilities and gimmicks, although things get a little more complicated,

which will be explained. Balogar begins with five shields and will gain an additional two shields when recovering from a break, up to a maximum of nine. He'll also begin with all five weaknesses available, but on his first turn, he will block three of them, making it so only **axes** and **dark** are susceptible (**daggers**, **bows** and **light** are the other three). Note that Balogar can change his blocked weaknesses around during the fight, so be aware of that.

The biggest problem with this battle will come in the form of ailments, as all but one of Balogar's skills will have an ailment or debuff attached to them. All of the Runes are physical attacks, despite appearing like elemental ones. That means Shackle Foe and upping your physical defense will help a lot in reducing damage. Rune of Flame is the only one that doesn't appear to have anything attached to it, so it's purely damage. Rune of Ice can inflict Sleep, Rune of Thunder can inflict Unconscious and Rune of Darkness can inflict Blindness. The remaining two have debuffs on them, with Rune of Wind lowering a character's physical and elemental defense, and Rune of Light lowering a character's speed and evasion.

That's the fight for the most part, until Balogar reaches 50% HP, where he'll bring up the intensity of the fight a notch or two. At this point, he will use Runestorm, giving him that dark aura like so many other bosses use. What this does is basically make each Rune a party-wide attack, so everyone will get hit. In addition to the damage, you also have to contend with the ailments/debuffs, plus it doesn't go away upon breaking him, so he will retain it for the remainder of the battle. The upside to him using Runestorm is that all of his blocked weaknesses will now be available for hitting.



Balogar can switch up his blocked weaknesses (left); Runestorm makes his normal Rune attacks hit the entire party (right)

The majority of the fight is contending with the damage and ailments/debuffs, with one more move that isn't too bad. Whenever you see "All of the elements are united" appear on your screen, that means Balogar will use Runelord's Resolve on his next turn. This skill hits a single character six times, one for each element, but breaking him will negate this move from happening. One of the best things you can do for this fight is have a Dancer use Sealticge's Seduction on an Apothecary, then use Rehabilitate on the entire party (fully boosted, too).

This will protect the party from the ailments, although you will still be susceptible to stat debuffs. Of course, you could also apply this strategy to the Starseer's Celestial Intervention, which will block you from being affected by the debuffs, too, but other than the physical defense from Rune/Runestorm of Wind, the other ones aren't too threatening. As already mentioned, if the damage is actually a problem, the Thief's Shackle Foe works wonders, as does upping your physical defense.

Upon defeating Balogar, you will receive the Runelord advanced job. Unlike other ones, this one seems almost tailored for Tressa. The reason for this is that Transfer Rune, one of its skills, can be used to apply Sidestep or Rest to the entire party. This is one of the more powerful setups for physically-attacking enemies, which just happens to be the final advanced job boss.

Shrine of the Warbringer

To find the Shrine of the Warbringer, head to Riverford and exit the town. Continue straight west until you spot the bridge going north, but don't head in that direction. Head south to find a "hidden" path that will lead you to the Shrine of the Warbringer.



South of the bridge is where you want to go to find the Shrine of the Warbringer

Follow the path until you come to two relatively close torches, where you want to look southwest to find a hard-to-see path that leads to a chest (**Inspiriting Plum Basket**). Take the upper trail above you to another split, where you want to venture northwest to a chest (**Herb of Revival**). Continue north on the main path to another fork in the road, heading northeast to eventually reach a chest (**Refreshing Jam**). Return west, then go north and east to open the purple, locked chest you can see to your north (**30,000 Leaves**). Venture west now, and as the path is turning south, you can pass through a secret passage by the plant along the way to find the last chest in this small dungeon, on a ledge overlooking the final stretch (**Revitalizing Jam**). All that's left is go down and around to the altar where you'll confront the boss.

BOSS - Winnehild, Warbringer

Winnehild is considered the toughest out of the four advanced job bosses. Unlike the others, she is all physical, so make sure you stack physical defense on your characters while choosing a Thief and Merchant for their debuff and buff, respectively. She does a lot of damage, so you will always want the physical defense buff active on your party, as well as the physical attack debuff active on her. The first phase of the fight is fairly normal and not too bad, but once Winnehild reaches 50% HP and lower, things will begin heating up.

Winnehild starts the fight with five shields and is weak to **staves, ice, wind and dark**. Upon recovering from a break the first time, she will have eight shields, then a total of twelve shields when she recovers from the second break. Luckily, she doesn't do much besides the same attacks for the first half of the battle, with the only annoyance being Yatagarasu. This attack hits twice on a single character for some heavy damage, plus it has a chance to inflict Poison. Phoenix Storm will randomly hit your characters for medium to high damage a total of four to six times.

Tiger Rage is a single-target attack that hits pretty huge, upwards of 2,000+ damage against a 550 or so physical defense rating, with no buffs/debuffs. The last move you will likely see during the first phase is Counter Position. Winnehild will counter a single physical attack whenever she has this buff on her, with the character likely dying in the process. Thankfully, Counter Position will drop upon breaking her, so stick to elemental attacks whenever she uses this. As you can see, you shouldn't have too much trouble with the first half of the battle, but things get hairy starting with the second half.



Transfer Rune is a huge help in this fight



Combine it with Sideswipe to practically make your party invincible



Sidestep makes all physical attacks miss



This also includes the counter attack from Counter Position

At 50% HP (yellow name), Winnehild can cast a permanent buff on herself to grant three actions per turn. It is also at this threshold that she will begin introducing some new attacks. Guardian Liondog is a party-wide attack that hits for medium to large damage. Fox Spirit, although a little on the rarer side, hits a single character for big damage, plus it has a chance to inflict Unconscious. By far, the most threatening move is called Qilin's Horn, doing around the same damage as Guardian Liondog, but this one can debuff your characters' physical and elemental defense.

While the elemental defense is useless, with a debuffed physical defense, Winnehild will have a field day with your party. A lot of her attacks can likely one-shot your lower HP characters if their defense is debuffed, meaning you'll have a hard time recovering. To make matters worse, Winnehild can boost herself to give her a total of six actions on the next turn. If you wish to avoid certain death, you will quickly break her (or try to) before she has a chance to use them all. Once she reaches 25% HP, she can do a different boost, where she says something along the lines of "Behold the ultimate warrior!"

This will be followed up with Warcry, a move that does six physical attacks on all characters. This will undoubtedly KO the low HP characters, or everyone if you haven't healed past the max with Saving Grace. She will also change her weaknesses whenever she gets ready to get Warcry, which are **swords, fire, lightning and light**. Saving Grace is definitely the one support skill you want on everyone, as the extra HP will help in surviving the boss' attacks. Additionally, the Thief's Shackle Foe and Merchant's Hired Help (Mercenary) are almost required to minimize the amount of damage your party will take so they don't get taken out completely.

There is an easy way to win this battle, which involves assigning the Runelord class to Tressa. This class has a skill called Transfer Rune, allowing it to make skills that target oneself to target the entire party instead. Use this in conjunction with the Merchant's Sidestep to extend this to the entire party. Of course, boosting it will make this combo even more effective. Keeping Transfer Rune + Sidestep up the entire fight makes it a joke and you don't really need to do much else.



When you know War Cry is coming, use Incite on your Warrior (left); Winnehild will direct all six attacks on the Warrior instead of the entire party (right)

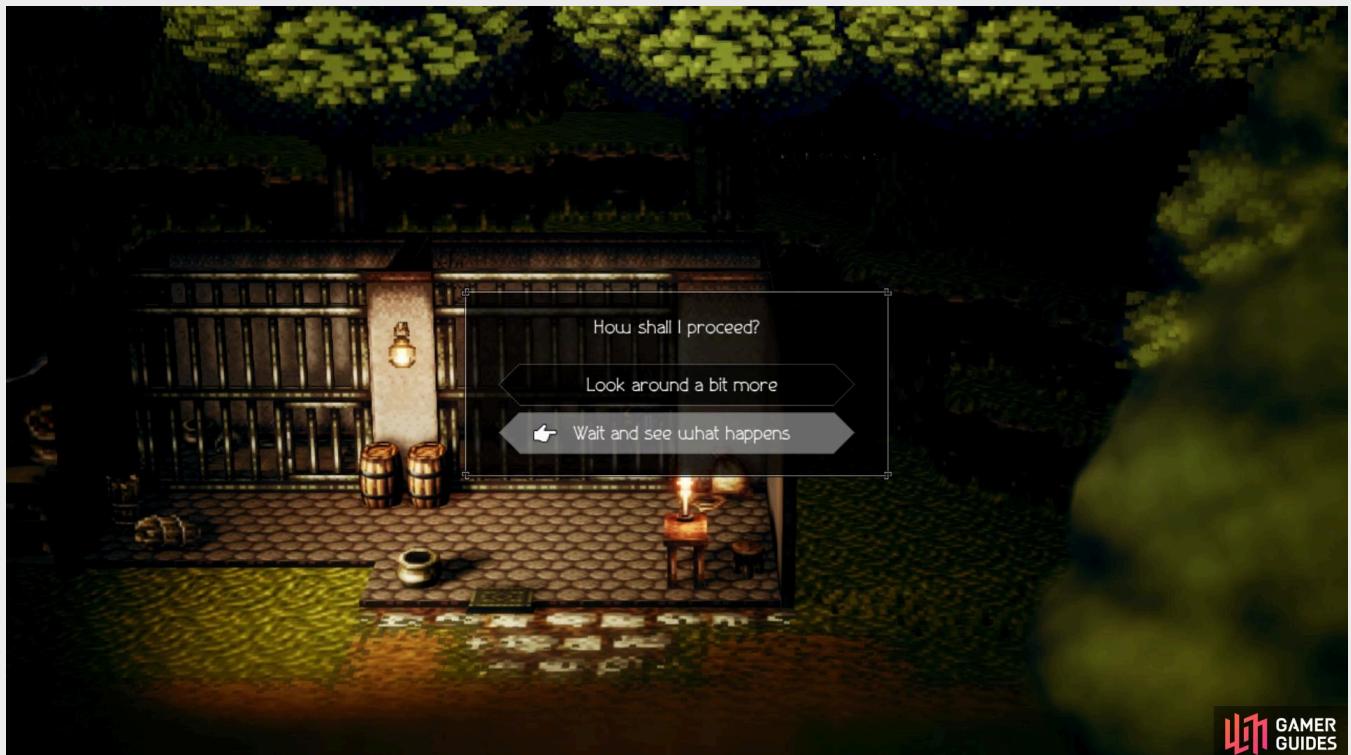
For a more traditional fight, you will want to keep Shackle Foe and the defense buff from Hired Help's Mercenaries up at all times. You can add to this by using a high HP character like H'aanit or Olberic, and having one of them using Incite to keep Winnehild on that character. All hits of Phoenix Storm will hit that character and you won't really need the Merchant's defense buff for the first phase, although you will want it for the second phase. In fact, Incite makes Warcry, Winnehild's ultimate attack, only target that single character instead of the entire party.

The Warmaster has fallen, and you will obtain the Warmaster job class for yourself. That also wraps up all four of the advanced jobs, so it's time to get a move on with the remaining Chapter 4 stories.

Ophilia's Fourth Chapter

Ophilia's fourth chapter will begin in Wispermill, so place her in your party and fast travel to the town, which is located in the Flatlands. Make sure you equip her with good armor and weapons, as well as a subjob, then begin the story. Asking around about the Saviour, it seems the people of the village aren't too forthcoming with information, as they appear to be a little unwelcoming to anyone from the church. You'll soon regain control after speaking with the second villager, so head a little east for another scene, which will have Ophilia being captured.

You'll learn the true name of the Savior, who is an old face you will recognize. Stuck in a cell, there isn't much you can do besides walk around, so head towards the cell door to get a prompt to either look around more or wait and see what happens. Choose the second option to have someone help you escape, then exit the building and head west to view a scene, pinpoint the location of the Savior. The exit to the cave is located in the southeast corner of the village, so head over there to go to Ebony Grotto.



Choose to wait to eventually be let out of the cell

Ebony Grotto

Immediately to your right upon entering the cave is a save point, so go there and then head straight north to find a chest all the way at the top (**Olive of Life M**). Return south a little bit and head east when you can, which will take you to take the curvy path right there to loot the chest you saw at the beginning (**Giant's Club**). At the northern end of the map, continue east a little bit more and head south on the first path you see. You should be able to spot what looks like a stone arch to your east. Past underneath this arch, edging to the north a little bit, to find another chest (**Energizing Pomegranate M**).

Back on the main path, return to the northern edge and keep going east, following it as it curves south. When you notice a torch on your left side, you can step through that area to reach a chest (**Refreshing Jam**). Continue east, past the save point, and into a second new area for the dungeon. Straight away, there will be a chest waiting for you a little to the east (**Healing Grape Bunch**). There's another save point right next to this chest, so head east from there and south to a chest

(Energizing Pomegranate M). At the save point, go north to the torch and then west to open the chest there (**Inspiriting Plum M**).

Continue north and when you spot the trail to the north, take it to reach the chest in the northwest corner of the map (**Thunderstorm Amulet**). Go back to the torch where you went north for the previous chest and head straight south now to find a hidden path to another chest (**Antidote Stone**). Back near the torch, if you inch a little bit east, you should spy a chest in the upper right corner. The path to this breaks off when the main one starts curving south (**Olive of Life M**). Venture south and around, stopping when you are in between the second and third torches. There is a path here that goes up and around to the purple, locked chest on the ledge above you (**Adamantine Hat**). Continue east to another save point, stopping to trail off to the southeast to find one final chest (**30,000 Leaves**).

Return to the save point, heal up and step forward into the clearing for a scene and the boss fight. Well, you're forced to fight some of Mattias' goons before you get to him. Note that there is no rest between the two fights, but the Followers and Minion aren't really any different than the Zealots in the dungeons, except they have more health. Both are weak to swords, daggers, axes and light, so use those to quickly bring them down before they have the chance to deal any damage. The boss fight will ensue right after this battle.

BOSS - Mattias

Mattias will get two actions per turn from the beginning of the fight, as well as begin with four shields, gaining two shields per break recovery, up to a maximum of eight. He is weak to **swords, axes, ice and light**. Mattias will pretty much only do a few things during the beginning portion of the battle. He has his normal attack, plus he can use Consuming Darkness, which is a single-target dark elemental spell. It should hit around the medium range of damage, so it's nothing too bad. Black Gale hits a little less than the previous skill, but it hits the entire party, so this one is a bit more dangerous.



Infernal Flame will block you from using magic (left); but only those that target more than one character/enemy (right)

He can also summon some helpers, two Senior Cultists. Taking a page out of some older bosses' playbooks, summoning the cultists will block all of Mattias' weaknesses. They aren't particularly dangerous, but they have seven shields and a little more HP than the goons you fought prior to this battle. The only really annoying move of theirs to watch out for is Eye Scratch, which targets a single character and can inflict Blindness. They are weak to daggers, bows, fire and light.

Defeat both of the cultists to make Mattias defenseless again. At this point, Mattias can begin using Infernal Flame, an annoying move that blocks magical attacks. What it actually does is block any magical attacks that targets multiple enemies/allies, which includes the Cleric's healing spells. The only way to dispel this is to break Mattias, so get on that quickly and use healing items in the meantime. Once Mattias reaches 50% HP, he can use Infernal Prayer, a buff that increases his physical attack, physical defense, elemental attack and speed. Feel free to debuff any that you please, should you have them, but they aren't too troublesome.

Also, he can summon two new helpers, Black Matters. These elementals aren't too dangerous on their own, but the added damage they can do adds on to Mattias'. They have a single target dark elemental attack (Dark Shot), as well as a party one (Black Magic). As with the previous helpers, these two on the field will have Mattias block his weaknesses once more. They are weak to staves, lightning, wind and light, so quickly take them out (more HP than the cultists) to expose Mattias' weaknesses once more. You might not have seen it earlier, but Mattias can buff the summons with Dark Blessing, increasing their elemental attack and speed.

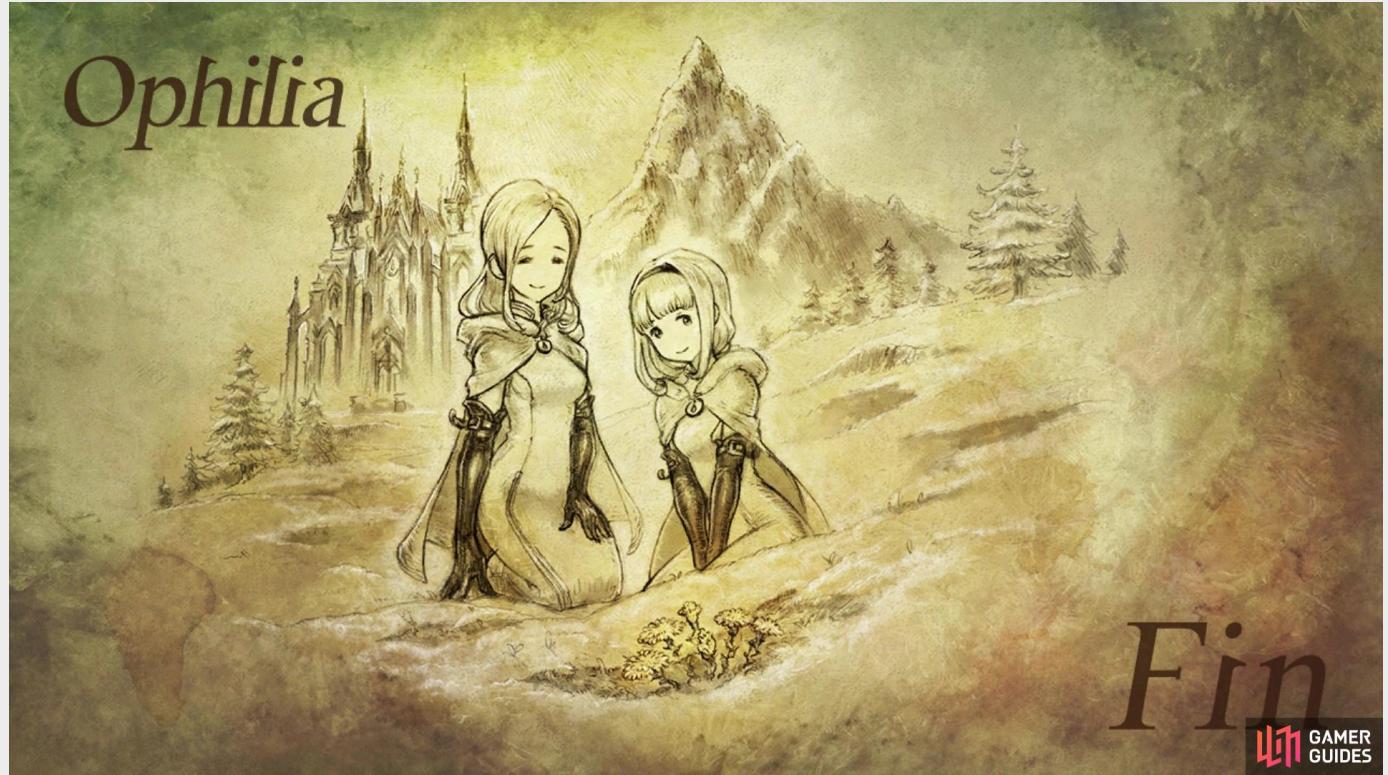


Mattias can summon two Senior Cultists into the battle (left); as well as two Black Matters later on in the fight (right)

One little last trick up Mattias' sleeve is a boost mode, but this one cannot be broken. So, if he manages to get a turn up following this, he will use Black Thunder. While the damage isn't too high, it can inflict Unconscious on your characters, which can spell trouble. Because of this, if you have an Apothecary in your party, use Rehabilitate once Mattias reaches low health to ensure at least one character doesn't get afflicted. Overall, Mattias isn't too bad of a boss fight, especially if you use Sealticge's Seduction on a Cleric and have him/her use Sheltering Veil to up your elemental defenses. Just keep an eye out when he seals your magical powers and try to knock him out before he has a chance to use Black Thunder.

With the fight over, Ophilia will return to Flamesgrace to finish the Kindling and some scenes will play. You'll regain control for a moment, which is your cue to use Guide on Lianna. Bring her to the hill overlooking the cathedral for more scenes, bringing Ophilia's story to an end.

Ophilia



Fin

 GAMER
GUIDES

Alfyn's Fourth Chapter

Alfyn's final chapter begins in the town of Orewell, so travel to that location and start the story. After the events that occurred in the previous chapter, Alfyn has started to question his profession a little bit, wondering what he is doing. This leads him to Orewell, as he heard a plague of some sort has come through the town. He checks up on the patients, when he runs into Ogen again, who seems a little off himself. You'll gain control of the party shortly after, where you will need to head off to the tavern on the western side of town.

Some more scenes will follow, then you'll be able to walk around town some more. Start to cross the southern bridge for another scene, which confirms Alfyn's suspicion that Ogen is definitely sick. Of course, he says he doesn't need your help, so you decide to ask around town for more information. Head into the building in the northeast corner of town, then use Inquire on the single NPC with the green speech bubble. Return to the inn once you're finished for another scene, where you'll learn a little more about Ogen.

Some more story will happen, then you'll be able to return to the inn for even more scenes. Eventually, you'll be inside of Alfyn's memories, where you will need to Inquire the traveling apothecary that cured you of your illness. This will get you the necessary recipe for the elixir, as well as learn about the required ingredient, the feather of an ogre eagle. It just falls into place that the ogre eagle resides in the Forest of Rubeh, which isn't far from Orewell. What a coincidence! Thus, your path is set out for you, as you need to venture to the Forest of Rubeh and acquire this feather. The exit is in the northwest corner of town.

Trail to the Forest of Rubeh

Head straight west, bypassing the northern path, until you reach a dead end with a chest (**Purifying Dust**). Go north now, following the trail, until you spot a path heading south. Take this to find another chest, which contains **20,000 Leaves**. Back on the main path, continue west, crossing a bridge and circle around to the south to open a chest (**Energizing Pomegranate M**). Keep going west to spot another save point, as well as the entrance to the Forest of Rubeh.

Forest of Rubeh

This place has a lot of stuff to grab, so let's get started. Head east at the beginning, keeping an eye open on the southern edge of the map, as there is a hidden purple chest there (**Inferno Amulet**). Continue east and climb a hill there for another chest, holding a **Wind Soulstone (M)**. Descend back down and take the path going north, where you should have two ways to go. West leads you deeper into the dungeon (marked by a save point), while north brings you to more treasure. Just north of the save point is a trail by the fallen pillar, which leads to a chest with an **Energizing Pomegranate (M)**.



Keep a lookout for the purple chest near the entrance of the Forest of Rubeh

Immediately north of the treasure trail is another that has you ascending a small hill, bringing you to a dead end with another chest (**Herb of Clarity**). Double back to the main path and go north to a new area, where all you'll find is a lone chest (**Conscious Stone**). It's time to delve deeper, so head back to the save point and cross the bridge to your west. Immediately to your south is a chest, so open it for a **Purifying Seed**. A little to the west, there is a trail heading north and if you look closely, you should see a chest slightly hidden behind a tree on the left side (**Inspiriting Plum M**).

Directly across from the previous chest is a path that leads to another treasure, this one holding a **Ruinous Seed**. Continue west to where the path bends northward and as soon as you can, there will be another chest hidden on the left side (**Silver-filled Pouch**). Directly across from this chest is a hidden path that leads to a chest with a **Ruinous Dust** inside. Venture north, stopping only to grab a chest on the trail heading east (**Energizing Pomegranate M**), then enter a new area to the north. At the end of the path up here, you will find an **Augmented Bow of the Falcon** and if you sniff around on the eastern wall, you'll discover another secret path that leads to a chest on a small hill (**30,000 Leaves**).

At the previous split in the area you were in before, look to the north where the save point is located and head in that direction to arrive in a new area. Ignore any side paths and just continue north, until you run into a chest at the end (**Healing Grape Bunch**). To the right of this chest is a hidden path that brings you to another chest, this one housing a **Revitalizing Jam**. Double back a tiny bit, venturing east and across the short bridge you just passed under prior to this. When you reach the split, there will be a save point to your right, with a chest in plain sight. You need to grab it off the northern path (**Healing Grape M**), and at the end will be another chest (**Imperial Armor**). Start running in the direction of the save point, opting for the lower path for one final chest (**Herb of Healing**). The northern path will lead to the boss.

BOSS - Ogre Eagle

The Ogre Eagle can be a difficult boss, simply due to the fact that any of its attacks can inflict a random ailment or debuff. Thankfully, the boss isn't terribly complicated, as its arsenal of moves is rather limited. This includes the entire range of everything, so you never know what you might get afflicted with in the battle. A Dancer with Sealticge's Seduction can use that on an Apothecary, then have that character use Rehabilitate on everyone to eliminate the ailments. On the Ogre Eagle's first turn, it will block all but one of its five weaknesses. The only weakness vulnerable will be **ice**, but once you

break it and it recovers, then more will be vulnerable. After two breaks, all weaknesses will be exposed. The remaining ones are **swords, bows, lightning and dark**.



More weaknesses will be unlocked as you Break the boss (left); Toxic Rainbow will reduce your Max HP on each turn (right)

The Ogre Eagle has two physical moves it mainly uses, as well as two elemental ones. Double Rend hits a single ally twice for some big damage, plus it can inflict Confusion. Double Talon is similar to Double Rend, except it hits the entire party, with the added bonus of possibly inflicting Sleep, Poison and/or Blindness. Wind Slash hits a single ally three times with wind elemental damage, with the damage not being too bad, although three hits at medium damage can add up. Storm Slash is another wind elemental skill, but this one hits random allies a total of four to five times.

If you remember the fight against the Dragon, then you might recall Swept Away, which the Ogre Eagle can also use. This is annoying and potentially devastating, especially if the boss takes someone important like a healer away. And that is pretty much the entire fight, until you get the Ogre Eagle to 50% HP, which is when the fight really picks up. This is when the boss will use Toxic Rainbow, a skill that seemingly does nothing at first. What it actually does, though, is reduces your **max HP** each turn. It goes without saying that this is extremely troubling, especially if the fight prolongs long enough, as the boss can use Double Talon to essentially one-shot the entire party.

On the upside, you can use Saving Grace to help alleviate this a little bit, although you will need to be in the white in order for it to apply. The best thing to do for this fight is break the Ogre Eagle twice, without triggering Toxic Rainbow to avoid that, which will open all of its weaknesses. Once you do that, break it again and pile on the damage as much as possible. Ending the battle as quickly as possible is the goal once Toxic Rainbow hits. Setting up a party-wide Rehabilitate is something you want to do as soon as possible, too, to avoid the ailments, although you still have to contend with debuffs.

After the battle is over, you will retrieve the feather and return to town, where Alfyn will concoct a cure for Ogen. You also learn the identity of the traveling apothecary, Graham Crossford, a name you might have heard prior if you finished Tressa's story. This will eventually bring an end to Alfyn's story.



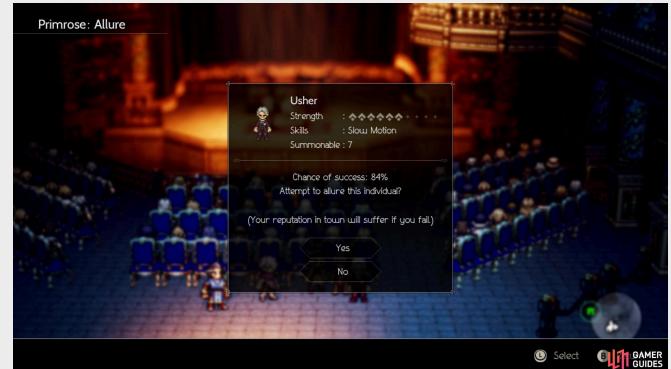
Primrose's Fourth Chapter

Primrose's final chapter takes place in the town of Everhold, so head to that city and begin the story. Having cut down the second member with the crow mark, Primrose found out that someone she trusted very deeply has betrayed her. With vengeance on her mind, she plans on hunting down the final member of the crew that killed her father, bringing her to Everhold. Head to the amphitheatre, where you will see the man in question, who is putting on a play in honor of Primrose. Once you regain control, feel free check out the ushers in the first room, as they have some Soulstones to Steal/Purchase, plus you will probably need a NPC to Allure.

On the right side of the room is a chest, behind the pillar, which holds an **Inspiriting Plum Basket**. The exit to the left will lead to the actual dungeon, so that's where you will be going.



Tip: It's a good idea to bring a Thief along for the boss battle here, as the minor enemies in the battle will have some very nice equipment to steal. You will also want that Thief with the Snatch support skill, since this will get you two of those items.



The Ushers have a bunch of Soulstones to steal/purchase (left); If you need a summon for Primrose, the Ushers work in a pinch (right)

Amphitheatre: Arena

As soon as you enter this new area, go north of the save point (on the right side) and enter the doorway to arrive in a new section. Head up the stairs to your right and enter the small room at the top to find a purple chest (**Unseen Saber**). Return to the previous section of the dungeon and climb the stairs just left of the save point, where you want to run to the right side and open the chest at the dead end (**Fire Soulstone L**). To the left of the stairs, up top, is another small room containing a chest (**30,000 Leaves**).

Double back downstairs and venture straight west from the save point, bypassing the first doorway and entering the second to find another purple chest (**Ethereal Dancer Garb**). Continue west and enter the next room for a chest that holds **20,000 Leaves**. Head up the stairs to your left and through the large doorway at the end of the hall, ending up in another area of the dungeon. Go through either door in front of you to find a large room with a chest inside (**Refreshing Jam**), then ascend the stairs on the right side. Run to the end of the hall to your west and enter the room there for another chest (**Inspiriting Plum M**), then return all the way to the eastern end. There is another save point here, as well as a room just right of it; go inside and loot the chest there for an **Inferno Amulet**.

Exit to the right for a scene, as well as a small safe section. There are two more ushers here, complete with Soulstones

once again, so snag them and enter the new area to your right. Ignore the first two rooms and keep going to the end of the hall, where you will find a chest in the room there (**Silver-filled Pouch**). Head up the stairs and in the bottom right corner, near the save point, is a chest (**Light Soulstone L**). Pass through the large doorway for another scene, then you'll be in control once more. The room right above you houses a chest that contains a **Bright Stone**. Continue west and there will be a path leading south, so take it and enter the room on your left to find a chest (**Revitalizing Jam**). Return to the northern area, loot the chest in the open area to your left (**Energizing Pomegranate L**), then save/heal and enter the doorway to the left to confront the boss.

BOSS - Simeon

Simeon isn't alone in this fight, as he is accompanied by a Dancer Marionette and a Father Marionette. It should be noted that their moves are written weirdly in-game, so instead of actually using those names, the normal versions will be written instead. Simeon is fairly passive and not too much of a hassle in this battle, although he can be an annoyance every now and then. There are certain turns where he'll "sit back and enjoy the show," where he literally does nothing. It's best to ignore him at the beginning and concentrate on the two Marionettes.



It's always a good thing when Simeon wastes a turn to sit back and do nothing

Of the two Marionettes, the Father is more troublesome at the beginning. Sweep will hit all of your party members for medium damage, which is something you don't want when you have two other enemies to worry about. Other than Sweep, Father has Slice, which hits a single character, and Armor Crush, striking a single character and lowering their physical defense. As for the Dancer, she uses Sickening Ode, dealing dark elemental damage to the party. She can also buff a single enemy with Lion Death (Physical Attack) and Funeral Dance (Physical Defense).

Of the two, the Father likely does more damage, but the Dancer will be a nuisance with the buffs, so you should concentrate on her first. She is weak to **swords, axes, staves, and fire**, while the Father Marionette is weak to **axes, fire, lightning and light**. With four and five shields, respectively, they shouldn't take too long to break, especially with a Sorcerer in your party. An Apothecary can also help out with Last Stand, since both are weak to axes, plus the Apothecary will be useful in another way. There is another facet to these two enemies, which comes in the form of Simeon using "Come, my shadowy friends!" on them.

This will put the Marionettes into a permanent boost mode, giving them an extra action each turn, plus it also gives them new moves. The Father uses Crush and Crazed Strike, both hitting a single character for pretty good damage, with Crush potentially inflicting Unconscious. The Dancer can use Strangle, damaging a single ally, as well as Lose Control, which is around five random hits to the entire party. Of course, their regular attack also increases, so you will want to be extra careful. Simeon will only do this whenever they are below 50% HP and broken, so keep a lookout on the turn order for Simeon's upcoming turns.

It should be pointed out that both of the Marionettes have extremely useful accessories on them. The Father has a **Physical Belt**, while the Dancer has a **Mental Belt**. These increase their respective attack by 65 points, while also increasing their defense by 50 points. There aren't too many out there in the game, so stealing them with a Thief (equipped with Snatch) will easily get you a pair of each. You might get lucky and even get them to drop after the battle is over, so it's a major score in the long run.



Don't forget to steal the Belts from the Marionettes (left); although you may get one as a spoil (right)

That brings us to Simeon, who will likely be your final opponent. He is weak to **spears, daggers, staves and dark**, starts out with three shields and will gain two more on each break recovery, up to a max of seven. While Dramatic Build hits fairly hard, it only hits a single character. The more annoying move he has is Rondo of Stillness, as this can Silence a character. Quickly cure this with an Herb of Clamor or with an Apothecary's Rehabilitate. The only other move Simeon has is a boost followed by Serenade to the Darkness, a big damage dark-elemental attack.

The first thing you should do in this battle is use Shackle Foe on both of the Marionettes, although the Father needs it first, while also upping your physical defense with the Mercenaries from Hired Help. Remember that you have three opponents to worry about here, so Simeon wasting a turn is very helpful for you. A Sorcerer or Scholar will work wonders here, as both Marionettes are weak to fire, plus you could also boost the Bandits from Hired Help to break them. Getting rid of the Dancer Marionette first is the ideal way to go, then clean up with the Father next, leaving Simeon for last.

Well, that seemed a little on the easy side, but after finishing off Simeon, a bunch of scenes will happen and you'll be thrown into another boss fight. Note that there is no rest in between the fights, so make sure your party is well-healed before defeating Simeon the first time.

BOSS - Simeon, the Puppet Master

Simeon decides to take things a little more seriously in this battle, as he's alone and will get two actions per turn. At the very beginning of the battle, he will block four of his five weaknesses. To uncover more of them, you will need to break Simeon, but there's a twist. Every time Simeon recovers from being broken, he will unblock some of his weaknesses, but at the same time, he will switch weakness sets. There's a total of three sets, with the opening one being **spears, daggers, staves, wind and dark**. The other two sets are as follows: **swords, axes, fire, lightning and dark**, as well as **daggers, axes, bows, ice and dark**.

As you can see, dark is shared amongst all three, so having a Dancer or Sorcerer, with Tenebrae Operire, is ideal for this fight, although dark might not always be available for striking. Simeon also starts out with six shields, then gains two more each time he recovers from being broken, up to a maximum of ten. If you have a Runelord available, then you could place Dark Rune on everyone as well, to help with shields. That about wraps it up for the basics of this second battle with Simeon, so let's dive into the specifics.



Master of Silence will inflict Silence on the entire party (left); Simeon can cloud the turn order so you don't know whose action is coming up (right)

He has access to Act of Impulse again, so you will want to use Shackle Foe against Simeon, as well as Hired Help's Mercenaries on yourself to try and minimize this. However, Simeon can increase his physical and elemental attack with Boiling Blood, while also decreasing your physical and elemental defense with Future Shredded. Hushed Melody is a dark elemental attack that hits your entire party. The remaining moves for Simeon are what are especially annoying, as he has two of them that inflict Silence.

Silence Comes is a single target attack that does damage and can inflict Silence, while Master of Silence just inflicts Silence with no damage, but on the entire party. Obviously, the latter is a huge problem, but the combination of the Dancer's Sealticge's Seduction with the Apothecary's Rehabilitate can take care of the Silence problems easily. Note that later on in the fight, Simeon can boost up and use Master of Silence on his next turn, so it's nothing too drastic to worry about in terms of any damage.

Once Simeon reaches 50% HP or less, he will use "Give yourself to the Darkness," giving him three actions per turn. In addition to that, he can also boost and use Master of Silence, as mentioned above. The last new skill is called Future Denied, which basically puts a fog over your characters' portraits on the turn order at the top of the screen. The boss' turns can still be seen, but you won't know which order your characters will act until it's their turn. Although you still won't know who is going when, you can kind of cheat by using Leghold Trap to force Simeon to go at the end of each turn or by defending with a character to make sure they go first on the next turn.

When Simeon finally goes down, you'll be treated to a bunch of scenes, then that'll bring an end to Primrose's story.

Primrose

Fin



Olberic's Fourth Chapter

It's time for the final Chapter 4 story, according to this walkthrough, so head on over to Riverford, which is where it will take place. Begin the story and after a little introductory sequence at the gates of the town, where you see some semblance of Werner's influence, you will regain control. Head towards the structure in the middle of the area and you will see just how bad things have gotten in Riverford. Once you can move again, head to Lower Riverford via the exit on the eastern side.

Here, you're looking for the alley not too far to the east, where another scene will take place. You will meet a member of the local resistance, who will test you by asking you to challenge a man in a red hat in the western part of town. Head on over there and you will have to Challenge this NPC before anything moves forward. He has a strength of seven, although he seems to be a little weaker than normal Challenges at that level. If you're having trouble with this NPC, then make sure you equip the strongest physically defensive equipment to Olberic; the NPC is weak to swords.

Being successful in the duel will yield the reward of being able to meet with the resistance leader, who details the plans set forth to stage an attack on Werner. He plans on having a diversion take place in the square, while the rest of the members, including yourself, head through a hidden passage. Speak to Harald whenever you're ready and you will find yourself in the Hidden Passage.



Tip: If you're using either Ophilia or Primrose, then the Merchant behind the houses in Lower Riverford has access to Full Enfeeblement, a very useful skill for debuffing enemies.



Go into the alley pictured in Lower Riverford (left); to find the NPC with Full Enfeeblement for Primrose/Ophilia (right)

Hidden Passage

When you first enter, there will be a save point to the north of you, plus you will be able to see a purple chest behind some metal bars above that. For now, just follow the path around and to the south. When you start going west, descend the stairs to open the chest at the end, which contains an **Herb of Valor**. Return to the main path and continue north, along the path above where the previous chest was located. In between the two torches on the wall to your right, you should be able to find a secret passage that'll bring you to that purple chest you saw at the beginning (**Imperial Helm**).

Back on the main trail, go to the dead end north of where the secret passage was to find another chest (**Olive of Life M**). Venture west once more, past the chest to your south, until you can head south down the stairs. Cross the little bridge to loot the chest (**Ice Soulstone L**), then continue north, up the stairs you see to find a second save point. There are a few ways to go here, but you want to move right first, into the secret passage and to the end for a chest (**Silver-filled Pouch**).

Double back to the save point and head south this time, opening the chest at the end, for an **Inspiriting Plum Basket**. West of the save point will be an area that triggers a scene and will automatically put you into Lord's Manse, the next dungeon.

Lord's Manse

You can't return to the Hidden Path right now, so you're stuck in this dungeon. At the beginning, bypass the stairs just east and keep going in that direction, opening the chest along the way (**Healing Grape M**). Continue east to find another chest in the open area, which contains an **Energizing Pomegranate (L)**. Return to the stairs you passed and go up them, entering the first room up here to your east for a chest (**Silver-filled Pouch**). Continue east and down the stairs, bypassing the southern exit for right now.

To the right of that are some stairs, leading to a room with another chest (**Blizzard Amulet**). Take that southern exit now to arrive in a new area, following the hallway to the west until you spot a save point. Climb the stairs to your right and there will be a chest hanging out in the lower left corner (**Clarity Stone**), so open it and keep going east to the end for another chest (**Inspiriting Plum M**). Enter the room next to that, where an opening in the top left corner will bring you to a room with a purple chest (**Rune Hatchet**).

Return to the save point and climb the stairs to your left, looking to the southern edge for a chest (**Healing Grape Bunch**). There's nothing inside of the room nearby, so just continue west and down some stairs. You won't find anything to the right, but there is another chest to the left, which holds a **Refreshing Jam**. Head through the large doorway at the top of the next flight of stairs, then loot the chest in the upper left corner (**Inspiriting Plum Basket**). Save your game and heal up your characters before passing through the doorway, as it's time to face off against Werner.

BOSS - Werner

The good thing about this battle is that Werner is alone, but his strength more than makes up for his solitude. He will begin the battle by having an "aura of dread pervade the battlefield," basically letting any of his attacks have a chance of inflicting Terror. If you happen to have an Apothecary in your party, then you can combine Rehabilitate with the Dancer's Divine Skill to negate this ailment. Terror isn't highly annoying in the onset, but being unable to use boost is a problem in the long run. Werner will have two actions per turn in the first phase of the battle, and is weak to **daggers, axes, lightning, wind and light**.



Oppression is dangerous because of Werner's strong attacks (left); He has a chance to inflict Terror with any attack (right)

Another good thing about this battle is that Werner doesn't have any buffs for himself. However, he can use Oppression to lower the entire party's physical attack and defense. The latter is a huge problem, so you want to make sure you cancel this out by using Hired Help's Mercenaries. If you aren't using Ophilia or Primrose and took note of the tip about the Merchant in Riverford above, then having a Thief with Shackle Foe will help, too, in lowering Werner's physical attack.

Outside of the above, his attacks include Sweep, a pretty heavy damage dealer to the entire party, as well as Double Strike, which hits a single ally twice for good damage. You might also see Boot to the Head, which does big damage to a single character, plus it has a chance to inflict Unconscious. Werner begins the battle with five shields and will gain an additional two shields upon break recovery, up to a maximum of nine. Additionally, Werner will decide to block some of his weaknesses whenever he recovers from a break, switching what he blocks on every break recovery.

When he reaches 50% HP, Werner will add an extra action per turn and that's about all he has, as he doesn't even have an ultimate boosted skill. Overall, the fight is pretty straightforward, as outside of Oppression and the Terror ailment, it's just dealing with the strength of Werner. Debuffing his physical attack and buffing your physical defense will make everything much more manageable.



Note: Werner's Sword is not a good weapon to use, as if you don't crit with the attack, then the attack will always miss.

Having finished off Werner, watch the scenes that follow and you will be done with Olberic's final chapter. If you've been using this walkthrough, then this should be the final Chapter 4 story completed. You may think you're done with the game, but there are quite a few Side Stories left, as well as a little bit of postgame content.



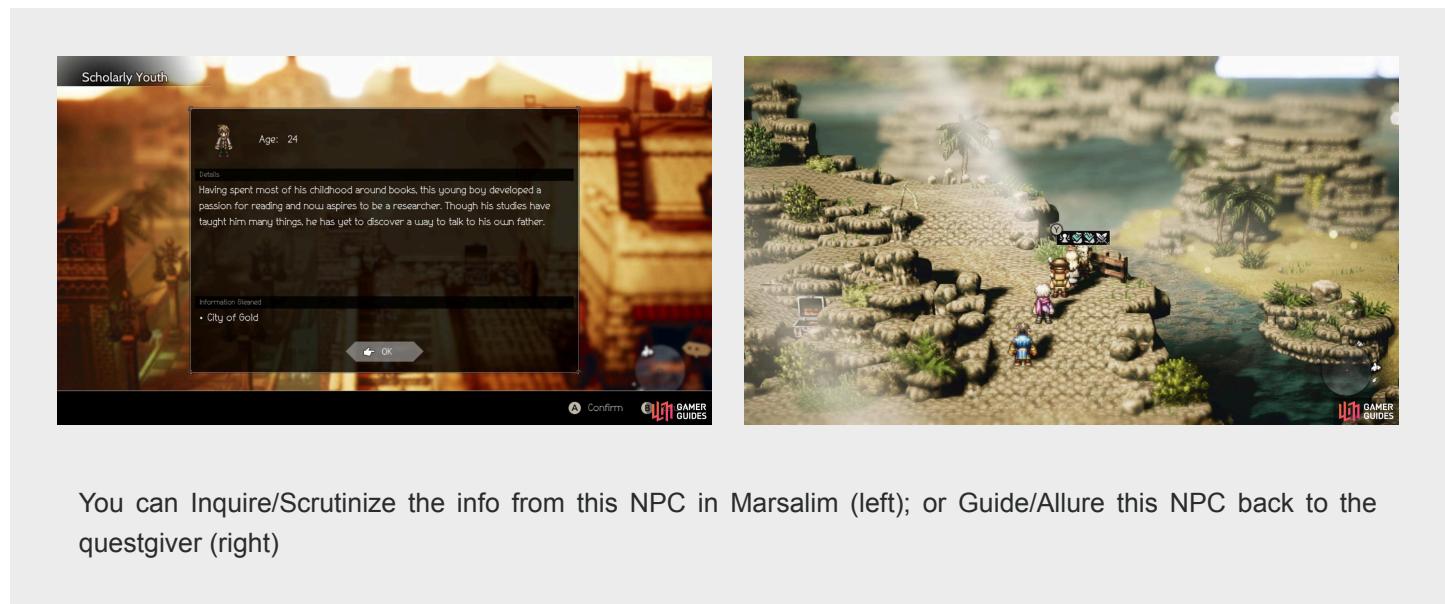
Chapter 4 Sidequesting (2)

This section will take care of any leftover Side Stories from earlier (at least, the majority of them), as well as the remaining Side Stories in the four Chapter 4 towns you didn't finish from earlier. Let's start with a few of the sidequests that weren't quite finished earlier in the game. Note that any Side Story unlocked via completing a character's Chapter 4 will not be present here, but rather on the [Post-Game Sidequesting](#) page.

City of Gold

You've probably had this quest in your log since Chapter 1, but it was a difficult one to do at the time, since it required you to visit Chapter 4 towns/areas. If you didn't pick it up, you can get it from the Passionate Reader inside of the library in Atlasdam. There are two different solutions for this, with the first requiring either Cyrus or Alfyn. Head to Marsalim and look for the Scholarly Youth, who will be at the top of the right side of town, near some stairs. Inquire/Scrutinize this fellow to get the **City of Gold** information, then bring that back to the Reader in Atlasdam to finish.

For the other solution, you will have need of either Ophilia or Primrose. Teleport to Grandport and exit the town, as you'll have to head to West Grandport Coast. Towards the western side of the area, there is a NPC standing there named Best-Selling Author. Using either of the two characters above, Guide/Allure the Author into following you. Speak with the Passionate Reader in the library with the Author in tow to finish the quest.



You can Inquire/Scrutinize the info from this NPC in Marsalim (left); or Guide/Allure this NPC back to the questgiver (right)

Objective	Reward
Shared knowledge about the city of gold	9,000 Leaves, Alluring Ribbon

Shadow over the Sands

This Side Story begins in Wellspring, from a soldier along the southern end of town. One of the scouts reported seeing a huge serpent out in the Quicksand Caves, but no one knows if it's really real. Exit the town to Northern Wellspring Sands and you should see a soldier just north of the save point. Use Inquire/Scrutinize on him to get the **The Giant Serpent's Master** information, then start making your way to the Quicksand Caves. It is located to the northeast, but you'll have to head around to the north and make a U-turn back to the south to find the entrance.

Once inside, journey to the east until you spy a second chest on a ledge above you. The path heading north just next to it will lead you to this chest, which contains a **Refreshing Jam**. As you run east, hug the southern edge of the map and you should discover a secret path that leads to a purple chest (**Inferno Axe**). Continue east and there will be a brown chest to your right (**Fire Soulstone L**). Start heading north now, but not too far up will be a hidden path to your right that lets you loot the chest above the previous one (**Calming Stone**). Venture west and all the way at the end will be another chest, holding an **Inspiriting Plum Basket**. North and west of the previous chest is another that contains a **Protective Bracelet**.

Make your way to the end and you will see a man standing there. Make sure you are prepared, as talking with him will begin a challenging boss fight. It might be best to wait until completing Chapter 3, as this boss fight is extremely tough, plus you will have most of your equipment sorted out. If you have any accessories that prevent Sleep, then equip them, as you will need them. When the battle begins, you see that you are up against two foes. The more dangerous of the two is the Giant Python, as its damage is high and its first move will be Soporific Breath, an attack that has a chance to inflict Sleep on your entire party.

It also almost has twice the HP as the Snake Charmer and should you defeat the Snake Charmer first, then the Python will grow stronger, which you don't want. Aside from Soporific Breath, the Python can also do Sweep, causing big damage to the entire party. Its normal attack is nothing to scoff at and Soporific Fang only hits a single character. The Snake Charmer's fairly strong, as evidenced by his normal attack dealing fairly high damage, but he spends a lot of turns buffing the Python. "Now is your time to shine" will grant the Python two actions on the next turn, "Go get them" will buff its physical attack, and "Keep me safe" will increase its shields and protect two of its weaknesses.



Soporific Breath is the opening attack for the snake and a huge problem (left); Things get hairy in this battle if the snake gets its way (right)

From the above, you might think getting rid of the Charmer is the ideal strategy, but as previously said, it gets stronger by gaining three actions per turn, which is something you don't want. The attack that the Charmer gains from the Python being defeated first is much more manageable. Thus, the key to winning this battle lies in getting rid of the Python as quickly as possible. On your first turn, you want to whittle its shields down as close to the Break point, or even Breaking it. Once you do that, it's time to put the following plan in motion.

The Giant Python is weak to **spears, axes, ice and light**, while the Snake Charmer is weak to **swords, bows, staves, lightning and wind**. After breaking the Python, you want to start working on the Break for the Charmer. The key strategy here is to alternate it so that while the Charmer is active, the Python is broken, and vice versa. This plan makes things a lot more manageable, especially since you should hopefully not have to deal with too many attacks from either. However, don't neglect the damage on the Python, as it has about twice as much as the Charmer and you don't want to defeat the Charmer first.

Note that the Charmer will begin using Rampage when left alone, but he only gets a single action per turn and while the damage can be high from Rampage, it's a lot easier to heal it. You can alleviate the damage done to you by buffering your physical defense with the Merchant's Hired Help skill (the Mercenaries option) and using the Thief's Shackle Foe. Upon

defeating both foes, there will be some more dialog after the battle, then it will finish inside of the cave.

Objective	Reward
Defeated the giant serpent	8,000 Leaves, Transcendent Bow of Shadows

In Search of Father (II)

This Side Story went relatively unnoticed, since it's in an area not frequently visited. You're heading for Moonstruck Coast, with probably the closest town being Goldshore. Exit the town and start moving south, following the trail until you finally get to the Moonstruck Coast. Find the save point in the area and not far to the east will be Kit. He managed to find a lead on his father's whereabouts, but he will need to leave the troupe in order to do so. Before leaving, though, he wants to help the troupe one last time, with absolutely no hint on what to do. However, if you speak with the woman directly to the west of him, she will mention about needing some lapis lazuli for some paint. In order to get this, travel to Grandport and look for the Traveling Merchant in between the shops. Steal/Purchase the **Lapis Lazuli**, then bring it back to Kit to finish the quest.

You can grab the Lapis Lazuli in Grandport before heading to Kit (left); which saves a lot of trouble in walking back and forth (right)

Objective	Reward
Helped Kit do one last favor for the troupe	9,000 Leaves

The Price of Vengeance

For this Side Story, which you could have started earlier but couldn't likely finish since it involved a Chapter 4 town, begins in Noblecourt. The questgiver is in Eastern Noblecourt, in front of the tavern, and was once the head of a group of mercenaries, but was betrayed by three of his own men. He wants revenge, so you will need to hunt down these three men and Challenge/Provoke them. The first one is in Atlasdam, to the right of the tavern (Crest-bearing Drunk; strength of six); you'll receive a **Mercenary Crest** as a spoil.

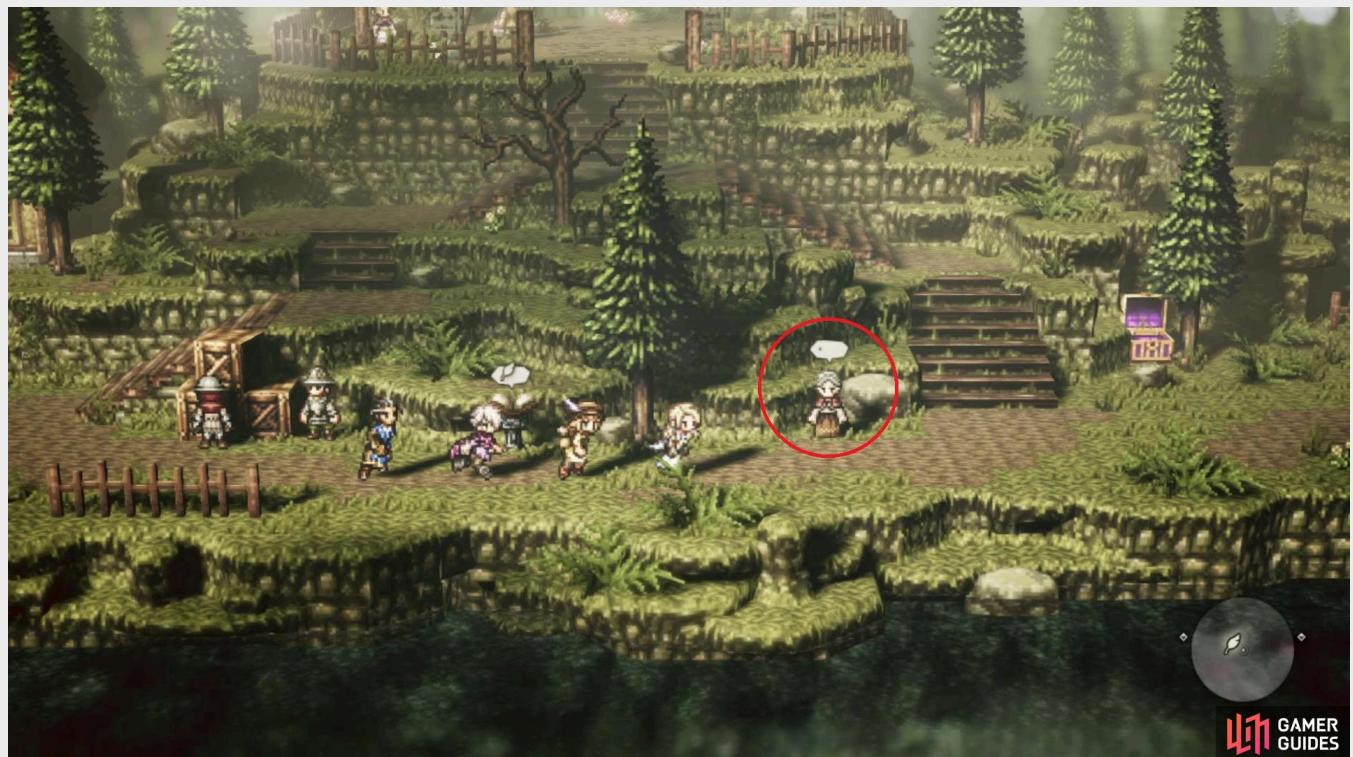
The second person is in Goldshore, on the beach in the southern area of town (Crest-bearing Ruffian; strength of six); as before, you'll get a second **Mercenary Crest**. The third, and final, man is in Duskbarrow, just left of the inn (Crest-bearing

Swindler; strength of six). Once you have acquired all three crests, return them to the questgiver to finish.

Objective	Reward
Exacted revenge on the traitors	6,500 Leaves, Veteran's Helm

Theracio's Tutelage (III)

The first town you will be visiting in this second round of Side Stories is Wispermill. Earlier in the game, you couldn't really do anything with any of the residents there, but they are all open to your Path Actions now. Although you won't really find much in Wispermill, the Troubled Villager just to the right of the inn has a **Death Cleaver**, which is a nice axe. The only Side Story you will be doing right now is from Theracio, who is standing near the shop. He is having trouble connecting to the kids in the town (likely because of the cult thing from Ophilia's story, no doubt) and needs some help. This sidequest is pretty simple, so fast travel to Clearbrook and look for Professor Bastete, who will be to the right of the save point. Guide/Allure her into following, then return to Theracio in Wispermill to finish.



Professor Bastete is found by the save point in Clearbrook

Objective	Reward
Helped Theracio learn something new	11,000 Leaves, Teacher's Hat, Invigorating Nut (L)

Kaia, Mother of Dragons (III)

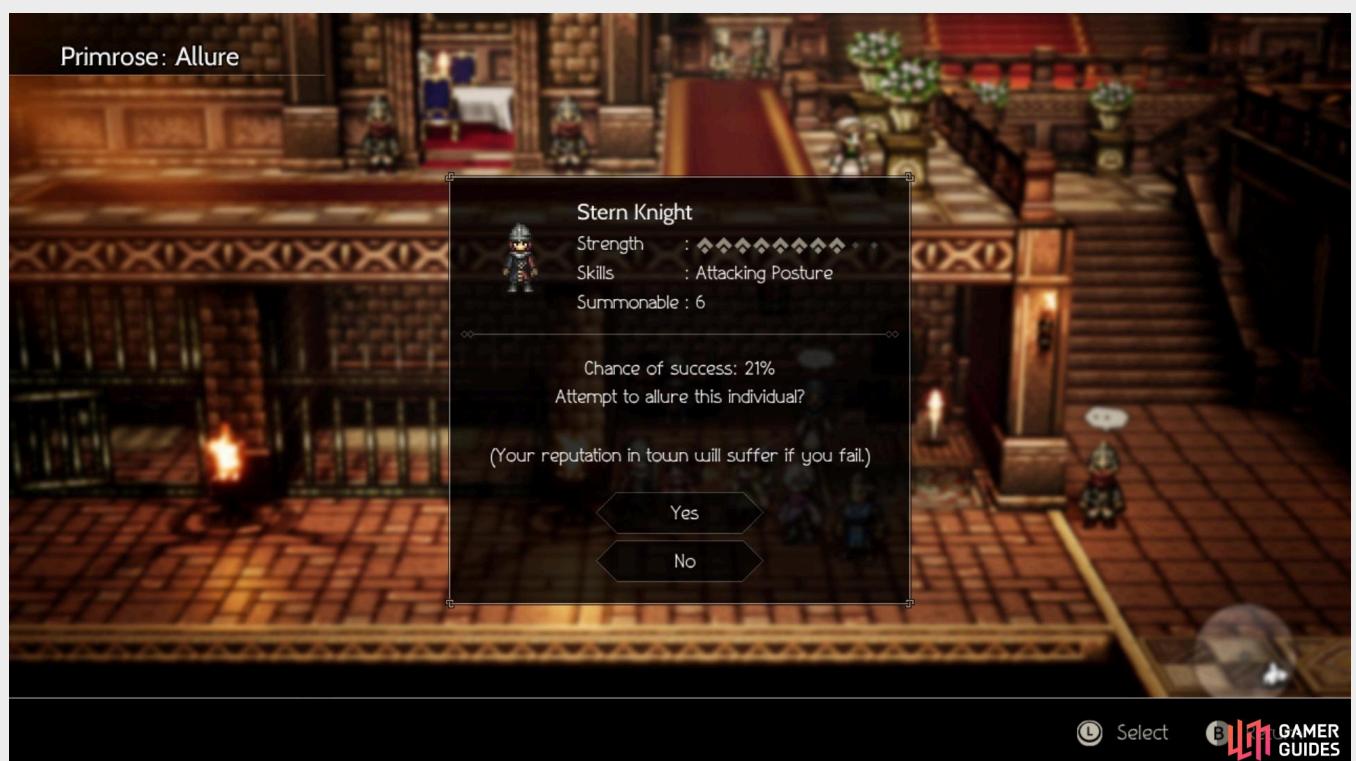
The next stop on the tour will be Orewell, where you'll find three Side Stories waiting for you. The first one is not far from the entrance and is a familiar face. Kaia was looking for the blazestone in town, when someone went and stole her dragon egg. The culprit said to meet them in Dragonsong Fane, so that's where you'll be heading. This is a Danger Level 50 dungeon, but you'll be fine at this point in the game. Note that you will need either H'aanit or Olberic, so bring one of them along for the ride. Exit the town and follow the path, crossing the bridge to your north by the save point. Keep heading north/east and you should spot a NPC above you. Head in that direction and you will come to the entrance for Dragonsong Fane.

Inside, there are some stairs leading down to the east of the save point at the beginning of the dungeon. Take them and open the chest down here for an **Energizing Pomegranate (L)**. Return to the beginning and climb the stairs on the western side of the save point, all the way up until you spot a purple chest nestled in the one corner (**Holy Longbow**). Double back and use the stairs on the eastern side of the save point, going north, looting the chest behind the arches (**Healing Grape Bunch**). South of that will be another chest, along the ledge (**Olive of Life L**). To the east will be the NPC you need, but don't forget to grab the chest in the corner first (**Conscious Stone**). Challenge/Provoke the NPC, who has a strength of eight, and defeat him to obtain the **Dragon Egg**. Return the egg to Kaia in Orewell to finish.

Objective	Reward
Returned the stolen egg to Kaia	11,000 Leaves, Robe of the Dragon Princess, Light Nut (L)

The Wayward Son

In the southwest corner of the town is a woman who said some rude things to her son some ten years ago, who left to become a knight. She regrets saying those things and wishes for him to come home again. Fast travel to Marsalim and enter the palace to the north. The Stern Knight is who you're looking for and he's standing to the left, on the ground floor, near the cells. You will need to use Guide or Allure on him, but Ophilia needs to be level 45 for this and you probably have a low chance to Allure him with Primrose. Once you've managed to get him, return to Orewell and speak to the mother with him in tow to finish the quest.



It may take a few tries to get the Stern Knight with Primrose

Objective	Reward
Helped mother reconcile with her son	9,000 Leaves, Olive of Life (L)

On the Precipice

A merchant in the northwest corner of the map was cheated in a trade and left without a copper to his name. Because of this, he is ready to throw himself off of the cliff, unless some golden opportunity happens to fall into his lap. There are two different solutions for this quest, with the first one being to simply Challenge/Provoke the merchant. With only a strength of three, he will be extremely easy to defeat. Doing that would snap him to his senses, finishing the quest.

The second solution involves heading to the town of Atlasdam. You're looking for Know-it-all Milo, who can be found in the Palace Gate area, specifically outside of the Royal Academy, to the right. Inquire/Scrutinize Milo to learn **The Jellypheno** information, then present it to the merchant in Orewell to finish the quest.

Objective	Reward
Helped the Merchant come to his senses	11,000 Leaves, Refreshing Jam

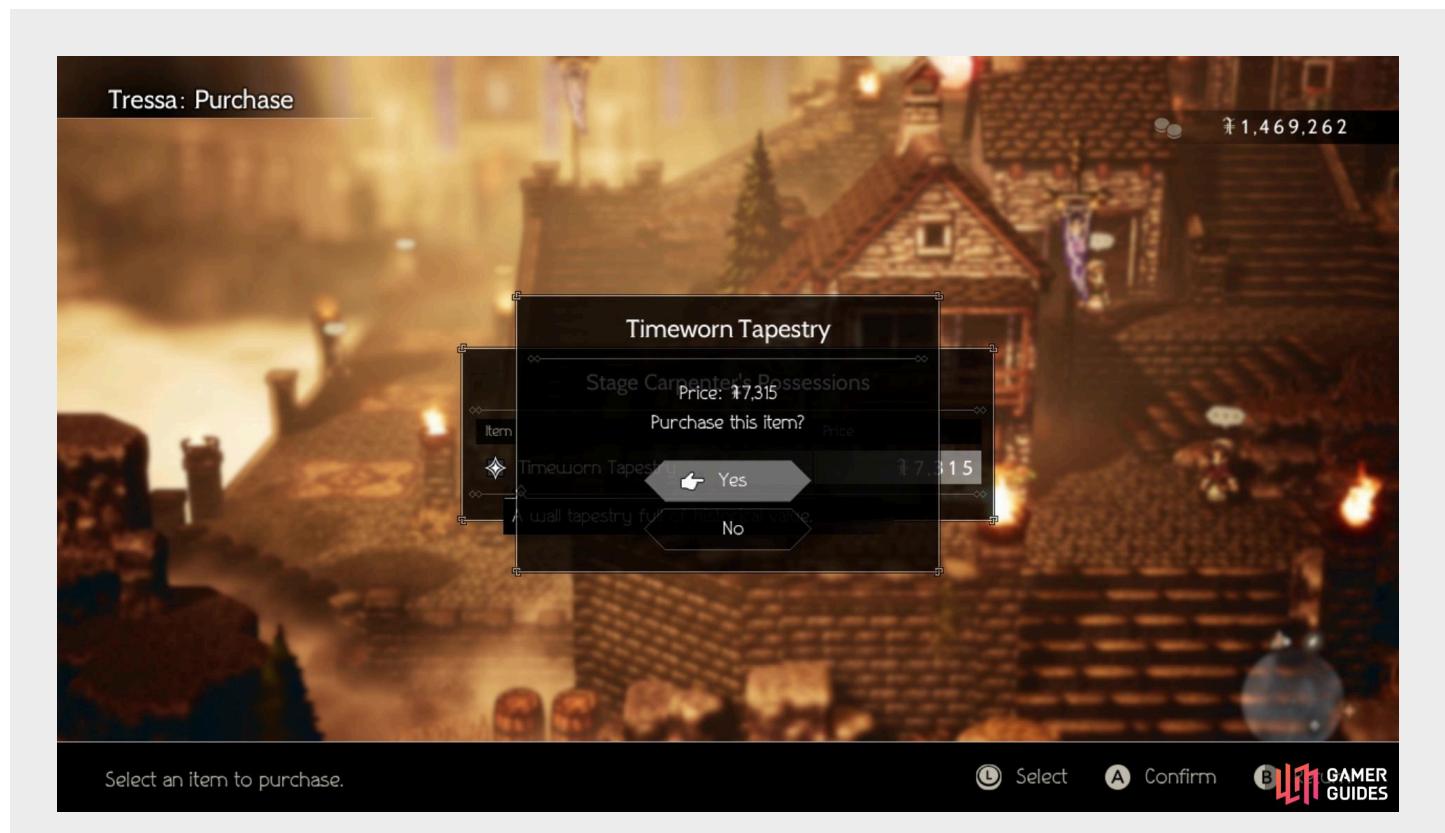
Star of the Stage

Everhold will be your next destination, where there will be another three Side Stories for you to do. The easiest one is from the Impresario, who's on the bridge leading to the theatre. His star fencer has run off, which puts a damper on his show, as it's a grand fighting spectacle. To complete this quest, you simply need to Challenge/Provoke the Impresario and defeat him. With a strength of seven, the Impresario is mainly physical and will eventually perform his strongest attack, Peerless Strike, after four to five turns. He is weak to swords, so he's easy to break. Finish him off and you will complete the quest.

Objective	Reward
Found a new fighter for the Impresario	15,000 Leaves, Revitalizing Jam

Noelle, Seeker of Knowledge (III)

Noelle can be found on the bridge leading to the theatre and is still looking for knowledge about Beowulf. She's come to see the ruins of the castle, but there is now a theatre in its place. You will need either Tressa or Therion to complete this quest, and you won't need to go too far to get the required item. In front of the inn is a NPC that has an item called **Timeworn Tapestry**. Since the chance to Steal it is relatively low, it's probably just easier to Purchase it with Tressa. Once you have the item, bring it back to Noelle to finish the quest.



It's much easier to just Purchase the Timeworn Tapestry with Tressa

Objective	Reward
Found a relic from Beowulf's former stronghold	11,000 Leaves, Historian's Hat, Tough Nut (L)

Performance Art

The final Side Story in Everhold can be gotten from the Ardent Actor in front of the Provisioner. The actor's next role is that of Sokrath, a legendary knight, but they are having trouble getting into character. There are two different solutions for this quest, with the first one requiring you to visit Grandport. Head to the Markets area and look for the Creepy Antiquarian in the northwest corner of the main bazaar section. Steal/Purchase the **Sword of Sokrath**, then bring it back to the actor to finish.

For the other solution, fast travel to Atlasdam and go to the Palace Gate area. Outside of the Royal Academy, there is a NPC on the left side, kind of overlooking the main section. This is the Handsome Minstrel and you will need to Inquire/Scrutinize **The Song of Sokrath** information from him. Once you have this info, bring it back to the actor in Everhold to finish.

Objective	Reward
Helped the actor get into his role	22,000 Leaves

Meryl, Lost then Found (III)

Whew, you're almost done with this set of Side Stories, so fast travel to Riverford to find three more there. First up is Meryl in Lower Riverford, who can be found by the river's edge. She came to Riverford because of the letter coming down the river. To do this quest, you will need either Primrose or Ophilia, so get one of them in your active party. Once you do, Guide/Allure Meryl into following you, then enter the house directly north of her to find a woman in bed. This turns out to be her real mother, so speak with her with Meryl behind you to finish the quest.

Objective	Reward
Reunited Meryl with her mother	11,000 Leaves, High House's Armor, Resistant Nut (L)

The Hidden Hoard

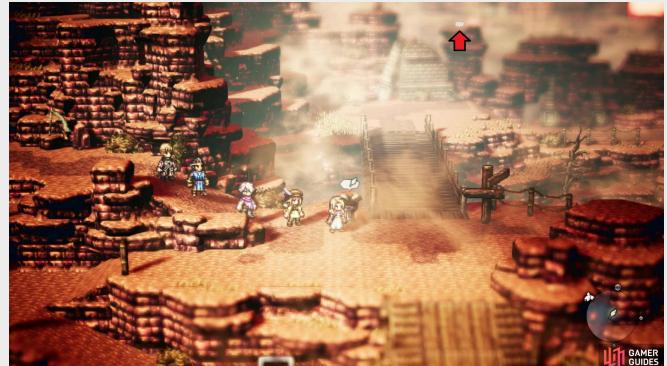
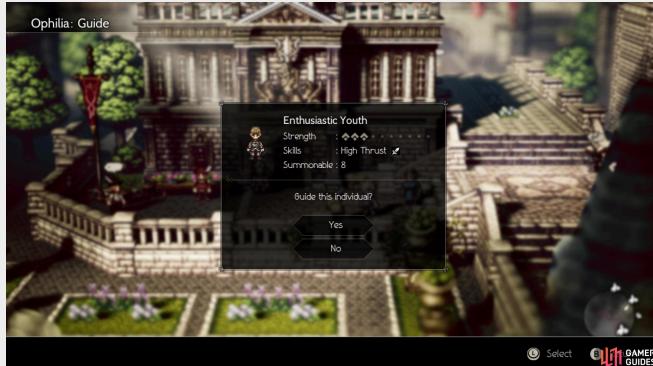
On the right side of the square, you will find a man with a passion for treasure hunting, who is looking for the lost loot of House Landar. There are two options that you can do to complete this quest, with the first solution being in Atlasdam. As soon as you enter the town, go south, down the stairs and find the Erstwhile Retainer. Steal/Purchase the **House Landar Records** from the gentleman, then return them to the questgiver to finish.

For the other solution, you require the Path Action of either Alfyn or Cyrus. Travel to Stonegard and look for the Erstwhile Bodyguard, who is on the right side of the fountain in the Heights section of town. Inquire/Scrutinize **The Fall of House Landar** from him, then return to the questgiver to finish.

Objective	Reward
Shared info on any hidden hoards	15,000 Leaves, Revitalizing Jam

The Adventuring Life

There is a Servant in front of the tavern in Riverford, who talks about her lord, Sir Cervantes, going out on an adventure. She is worried about her master and wishes for someone to accompany him. There are two solutions to this Side Story, with both of them involving Cervantes, who happens to be in South Orewell Pass. Before heading there, the first solution requires you to use Guide/Allure on someone in Atlasdam. The Enthusiastic Youth is located in the Palace Gate area, in front of the library.



The location of the Enthusiastic Youth in Atlasdam (left); The location of Cervantes in South Orewell Pass (right)

Once you have him, it's time to hunt down this mysterious knight in South Orewell Pass, so teleport to Orewell and exit the town. Luckily, the NPC located near the entrance to Dragonsong Fane is Cervantes, so speak with him with the youth in tow to finish. Now that you know where Cervantes is located, the other solution involves using Challenge/Provoke on him. Luckily, for being a chosen one, the Mysterious Knight is a real pushover, with only a strength of three. Finish him off to finish the quest.

Objective	Reward
Helped Cervantes on his grand quest	11,000 Leaves, Critical Nut (L)

That about sums up the first round of sidequesting, but before diving deep into the post-game ones, there will be a short break in procuring some powerful weapons.

Post-Game Sidequesting

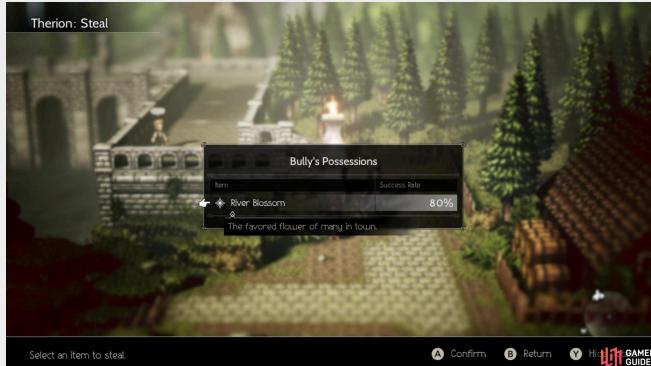
The second round of sidequesting will begin here, focusing on the very hard Side Stories from the normal walkthrough, as well as those that unlock from completing the Chapter 4 stories. There are two quests that give extremely useful accessories, so they will be done first, but there is no set order for the others.

Friends Again

The first Side Story on the list requires the completion of [Ophilia's Fourth Chapter](#). Head to Saintsbridge and seek out Emil in the Upstream section of town, who will be in the large area in the middle. Worried about Nate, they want to help cure him of this "lovesickness." To complete this quest, return to the first section of Saintsbridge and look for the Bully not too far from the bridge connecting to the Upstream section. Steal/Purchase the **River Blossom** from the Bully, then hand it over to Nate, who's standing just north of the other two boys to complete the quest.



Note: The Badge of Friendship is an accessory that increases the amount of JP you earn from battles. It is a 50% increase and it actually stacks with the Starseer's Hard Worker support skill, meaning with both equipped, you will double all JP earned.



You can find the Bully with the River Blossom here (left); Don't forget to equip the Badge of Friendship to someone for the extra JP (right)

Objective	Reward
Helped cure Nate of his lovesickness	Badge of Friendship

Back with Bale

This next Side Story will require both [Ophilia's Fourth Chapter](#) and [Olberic's Fourth Chapter](#) to be completed. Fast travel to Wellspring and enter the house by the western exit, which is where you will find Bale to start this Side Story. Speak with him a second time to learn that he hasn't heard from Bishop Donovan in a while (and to actually start the sidequest). If you don't remember where Donovan was located, he can be found in Goldshore, inside of the cathedral there. Inquire/Scrutinize **Donovan's Condition** from him, then bring that info back to Bale to finish.



Note: The Captain's Badge works similarly to the Badge of Friendship, but with EXP. It stacks with the Warmaster's Extra Experience support skill and extends to the entire party.

Objective	Reward
Checked up on an old friend for Bale	9,000 Leaves, Captain's Badge

Tilting at Windmills

You need to finish [Ophilia's Fourth Chapter](#) for this Side Story to be unlocked. The Side Story can be found in Wispermill, from the Slender Farmer on the eastern half of the town. It seems like someone is raising the price to use the windmills again, so something needs to be done. There are two solutions for this sidequest, with the first one having you travel to Atlasdam. You're seeking out Dan, a NPC in front of the weapon shop. Using Primrose or Ophilia, Guide/Allure Dan back to the questgiver to finish.

For the other solution, head to Sunshade and enter the tavern there. There is a man named Bryan on the left side; he's the one dressed all fancy in front. You will need to Challenge/Provoke Bryan and win the duel, which should be extremely easy, as he only has a strength of four. Once you defeat him, the quest will end.



You can just bring Dan back to the questgiver as one solution (left); or you can beat up Bryan inside of the tavern in Sunshade for the other solution (right)

Objective	Reward
Helped solve the issue with the overpriced windmills	22,000 Leaves

Russell's Repentance

Requires completion of [Cyrus' Fourth Chapter](#) to unlock. Stonegard will be your next step, where you'll find Russel in one of the small houses on the eastern side of the first area of town. Atoning for his previous actions, Russell now works with Dominic in Stonegard. They are currently researching histories of the land, but are lacking info on certain places,

specifically the Woodlands, Frostlands and Clifflands. You will need either Cyrus or Alfyn for this, as you'll be using Inquire/Scrutinize on three specific NPCs.

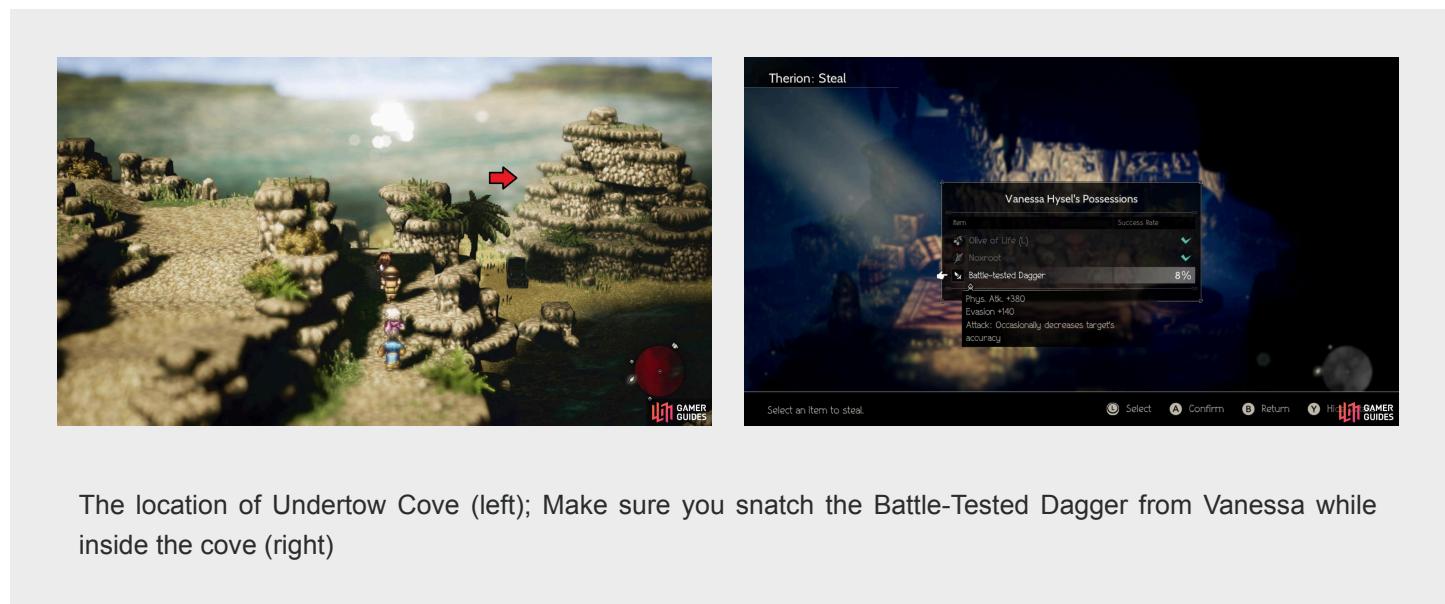
The first NPC is in Bolderfall, north of the inn, in the little square plot of land and is an older gentleman wearing green (Clifflands Know-it-all); get the **History of the Clifflands** info from him. The second NPC is in Stillsnow, in front of the chapel in the northern half of town; get the **History of the Frostlands** info from him. The third NPC is in Duskbarrow, near the center of the village and is clad in armor; get the **History of the Woodlands** info from him. Bring all three pieces of info back to Russell to finish the quest.

Objective	Reward
Helped Russell research some history	9,000 Leaves, Confessional Armor

Princess Mary, Redux

Requires completion of [Cyrus' Fourth Chapter](#) to unlock. You will find Princess Mary, one of Cyrus' students, in Rippletide, a little west of the tavern. She has come to Rippletide to meet with Professor Paul, someone who taught her when she was younger. Something goes awry, though, as the ship Paul was on went down, so it's up to you to find him. Before setting off, you will need either Primrose or Ophilia in your active party. You're heading to a dungeon called Undertow Cove, which is located in North Rippletide Coast.

Exit Rippletide and head north into North Rippletide Coast. Follow the trail north a little bit until you see a trail off to your right, with the entrance to Undertow Cove behind in the back of the rock formation here. Head south at the beginning, hugging the right side, until you uncover a hidden path that leads to a chest (**Inspiriting Plum M**). Continue south as much as you can, to a save point, then start moving south/east until you find a spot with a NPC. This isn't Paul, but rather Vanessa from Alfyn's story. While she's not relevant to any Side Stories, you can Steal/Purchase the **Battle-Tested Dagger** from her, which is the most powerful dagger in the game.



The location of Undertow Cove (left); Make sure you snatch the Battle-Tested Dagger from Vanessa while inside the cove (right)

Open the chest next to her for **20,000 Leaves**, then return to the save point. There is another path opposite of the one that brought you to Vanessa that leads to a chest (**Inspiriting Plum Basket**). At the save point, go west, north and then east to open the chest there (**Olive of Life M**). If you loop around west, back to the northern end, you can find a hidden path down some stairs to the east that will let you pilfer the chest in plain view (**Healing Grape Bunch**). Return all the way west, to the end, then go north to reach a purple chest (**Justice Breaker**). Continue south from before, looting the chest to your left (**Refreshing Jam**), and you'll find Professor Paul to the right. Guide/Allure him into following, then return to Princess Mary

in Rippletide to finish.

Objective	Reward
Tracked down Professor Paul and brought him back	9,000 Leaves, Absolute Zero Staff

The Diarist's Desire

Must have completed [Tressa's Fourth Chapter](#) in order to unlock. Make your way to Grandport now, where you'll find Ing the Diarist in the northern part of the Markets area. Having recorded his journey for many years now, Ing doesn't know if there's anything worthwhile still left to record in a diary now. To complete this quest, you will need to find three items to bring back to Ing, which requires the use of either Tressa or Therion's talents (Steal or Purchase).

To start, head to Bolderfall. Locate the Proud Collector in front of a tree, just north of the inn in the main portion of town. He has the **Astonishing Object** on him, so get it and journey to Wellspring next. You're looking for the Satisfied Merchant, who can be found along the bank of the pond in the middle of town, along the southwestern edge. Grab the **Incredible Item** from him and travel to Duskbarrow for the third item. Standing just left of the shops is a Smirking Townsperson, who has the **Marvelous Memento**. Bring all three items back to Ing in Grandport to complete the quest.

Objective	Reward
Sparked Ing's desire to write in his diary	6,500 Leaves, Alluring Ribbon

The Adventures of Ali

Requires completion of [Tressa's Fourth Chapter](#) to start. Ali, Tressa's competitive friend, can be found in Sunshade, in the middle of town. He is on his way home, but doesn't seem all too in a hurry to actually return, so he sends you on an impossible errand to stall for time. Travel to Marsalim and search out Maruf, who is in the little corner just south of the equipment shop. It's hard to see, but there are some stairs on the southern side of the main square that allows access to this little area. Use Guide/Allure on Maruf, then return to Ali in Sunshade to finish the quest.



Although hard to see, there are stairs pictured above (left); which allow you to access Maruf, Ali's father (right)

Objective	Reward
Helped Ali and his dad make amends	9,000 Leaves, Tradewinds Spear

Hello Again, Harald

You have to complete [Olberic's Fourth Chapter](#) in order to unlock this Side Story. Travel to Riverford and you'll find Reggie on the western side of the main square. Speak to him twice to learn that Harald has been selling his precious family heirlooms to help rebuild Riverford, with Reggie mentioning that he'd like to at least keep those. The necklace, specifically mentioned, is located in Wellspring and you'll probably want a fairly strong H'aanit or Olberic. In the northern half of the town, there is a guard blocking the door to a building.

You will need to Challenge/Provoke him to get out of the way, although he has a strength of nine. Being weak to spears, you can use the Warrior's Thousand Spears to bring his shields down faster. Defeat the guard, then head inside to find three merchants. The one along the northern wall has a **Memorial Necklace** on him, so Steal/Purchase it, then bring it back to Reggie in Riverford to finish the quest.

Objective	Reward
Retrieved Harald's mother's necklace	8,000 Leaves, Harald's Sword

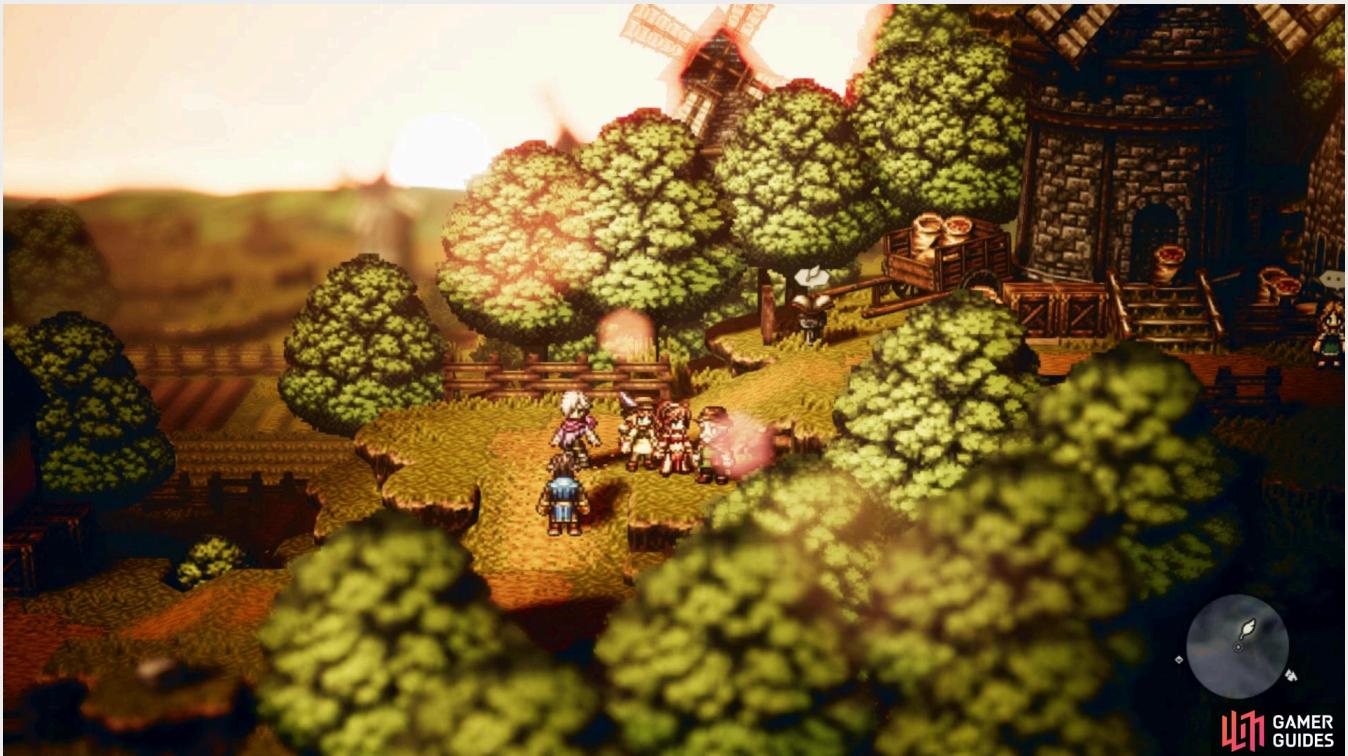
Ogen's Epilogue

You need to finish [Alfyn's Fourth Chapter](#) to unlock this. Your next stop will be Northreach, in the Frostlands, where you'll find Ogen near the weapon shop. After initially speaking to him, head into the northern area to find him at his wife's grave. He mentions that he wanted to bring some of his wife's favorite flowers to her grave, but they don't grow here anymore; they are called Mind-me-always. Make your way to Victors Hollow and look for the Flower Girl south of the Provisioner. Steal/Purchase the **Mind-me-always** from her, then bring it back to Ogen to complete the quest.

Objective	Reward
Brought some flowers for Ogen's wife's grave	9,000 Leaves, Double Tomahawk

Heathcote's High Jinks

Requires completion of [Therion's Fourth Chapter](#) to unlock. Fast travel to Bolderfall and head to the Ravus Manor to find Heathcote right outside of the main door. Some thief managed to sneak into the mansion and delivered a letter, saying he's going to steal a precious gem. Mosey along to Wispermill and not far from the windmill at the top of the town is an Old Man. Use Guide or Allure on him, then return to Heathcote in Bolderfall; speaking to him with the Old Man behind you will finish the quest.



The Old Man for Heathcote can be found close to the windmill in Wispermill

Objective	Reward
Helped solve the thief problem	12,000 Leaves, Heathcote's Dagger

Revello and Odette

Requires completion of [Cyrus' Fourth Chapter](#) and [Primrose's Fourth Chapter](#) to unlock. Start by going to Quarrycrest, where you wish to speak to Revello, who seems to be at Odette's door. We learn that Odette was taken care of by Primrose's father as a wee one, but she never visits his grave. Head inside Odette's house and use Inquire/Scrutinize on her to learn **Why She Doesn't Visit Geoffrey**. Travel to Noblecourt and enter the eastern half of the city. The big house on the eastern end of this section is where Revello lives, so bring the information you found out to him to finish this quest.

Objective	Reward
Found out why Odette doesn't visit	9,000 Leaves, Revello's Helm

Keeping Up with the Wyndhams

Requires completion of [Tressa's Fourth Chapter](#) and [Therion's Fourth Chapter](#) to unlock. In Grandport, you will find Cordelia north of the shops in the first portion of town, where she will talk about how she and Noa have been exchanging letters. However, she hasn't received the last few letters from Noa, making her worry that something happened. With either

Olberic or H'aanit in your active party, exit Grandport and cross the bridge that leads into town. On the left side, you should spy a NPC, who is the one you want. This Brigand has been robbing everyone who passes by of their possessions, including letters. Challenge/Provoke the Brigand (strength of seven, but not a difficult fight considering when you can do it), and bring the **Letter from Noa** he drops back to Cordelia to finish.

Objective	Reward
Stopped the brigand from stealing letters	12,000 Leaves, Blessed Blazon

Mikk and Makk Make Good

Requires completion of [Tressa's Fourth Chapter](#) and [Therion's Fourth Chapter](#) to unlock. Head to Noblecourt and find the house in the southeastern corner of the first portion of town. Speak to either Barham or Orlick to begin this Side Story. Mikk and Makk pay a visit, but it seems a tall tale from the scholars speak of Captain Leon returning to his pirate ways. By the stall near the inn, you will find Leon, but something seems a little off. Challenge/Provoke him, then defeat him in combat (strength of five), which will bring this sidequest to an end.



At this point in the game, the fake Leon should be an easy win (left); He is weak to axes (right)

Objective	Reward
Revealed the false Captain Leon	11,000 Leaves, Mikk and Makk's Shield

Zeph and Mercedes (I)

Requires completion of [Cyrus' Fourth Chapter](#) and [Alfyn's Fourth Chapter](#) to unlock. This Side Story is a two-parter, with the first one starting in Clearbrook. Speak to Zeph's little sister, Nina, inside of their house. It appears that Zeph likes someone from his childhood and can't concentrate on making medicine, as his thoughts are filled with this Mercedes lady. He has written a letter for her, but hasn't sent it, so take it off of his hands using Purchase or Steal (**Letter from Zeph**). The only clue you have is that she likes books. Fast travel to Atlasdam and head to the library, where you'll find Mercedes behind the desk. Deliver the letter to her to finish this first part.

Objective	Reward
Delivered Zeph's letter to Mercedes	--

Zeph and Mercedes (II)

Requires completion of [Zeph and Mercedes \(I\)](#) to unlock. After reading a letter from Zeph, you learn that Mercedes also wrote a letter to Zeph. Steal/Purchase the **Letter from Mercedes** off of her person, then bring it to Zeph to finish this two-part Side Story.

Objective	Reward
Delivered Mercedes' letter to Zeph	11,000 Leaves, Memorial Axe

Arianna Again (I)

Requires completion of [H'aanit's Fourth Chapter](#) and [Primrose's Fourth Chapter](#) to unlock. This is another Side Story that is split into two parts, with both taking place in Stillsnow. Arianna can be found just to the right of the save point, near the entrance to Stillsnow. With her former job no longer there, Arianna is searching for a place where she can "feel warm" again. To complete this quest, you will need to use either Guide or Allure on Arianna, then bring her to Natalia in Stonegard. She can be found standing outside of her house in the Stonegard Valleys area of town, next to the shops. Speak to Natalia with Arianna in tow to finish the quest.



The location of Natalia's house in Stonegard

Objective	Reward
Found a new job for Arianna	--

Arianna Again (II)

Requires completion of [Arianna Again \(I\)](#) to unlock. Once you've guided Arianna to Natalia, you will need to do the same with a certain coachman. Oren can be found in Stillsnow, in front of the snowmen that is to the right of the tavern. Use Guide or Allure on him, then speak with Natalia in Stonegard with Oren following to finish the second part of this quest.

Objective	Reward
Found a new job for Oren	11,000 Leaves, Adamantine Dagger

King Khalim's Conundrum

Requires completion of all eight Chapter 4 stories to unlock. King Khalim can be found in Marsalim, in the palace. He is looking to offer up a new form of entertainment for his people, as they need to know the pleasures of life. He wants to start up a theatre, but he and his advisors know little of that business, so he's going to need some outside help. Travel to Everhold and head inside of the theatre there. On the right side of the initial room, there is a Theater Manager standing there (make sure to steal the **Empowering Necklace** before doing anything). Use Allure or Guide on him, then bring him

back to King Khalim in Everhold to finish.

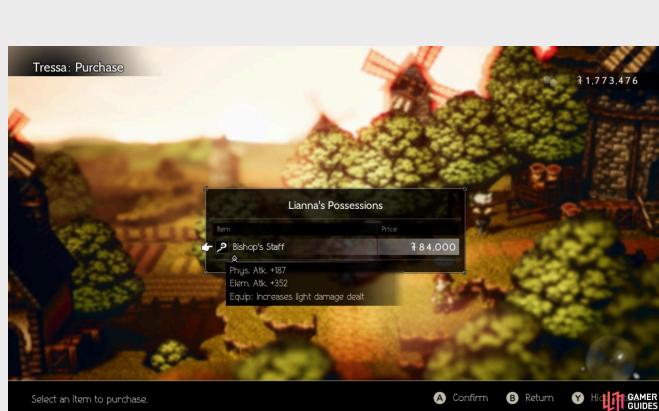
Objective	Reward
Helped the king open the world of theater to his people	30,000 Leaves

Lianna and Eliza

Requires completion of [Ophilia's Fourth Chapter](#) and [H'aanit's Fourth Chapter](#) to unlock. To begin this Side Story, head to the cathedral in Flamesgrace to find Lianna in the side room on the left. She has a nice staff on her called the **Bishop's Staff**, so snatch it before speaking with her to start the sidequest. She is worried that the people of Wispermill haven't fully recovered after the incident, so she decides to head there and try to atone for her sin. Head there to find both her and Eliza not too far to the left of the windmill. They wish to investigate the altar that was used in Ophilia's story, but someone is preventing them from doing such a thing.



Note: You will need either Olberic or H'aanit to complete this Side Story, so make sure one of them is in your active party before leaving. You will want them to be fairly powerful, too.



Don't forget to grab the Bishop's Staff off of Lianna (left); The entrance to the Forest of Purgation is to the west of the signpost (right)

Talk to Eliza once you regain control to hear mention of a den located deep in the Forest of Purgation, which is where you will be heading. The Forest of Purgation is a Danger Level 58 dungeon located in Western Wispermill Flats. To get there, go all the way to the western entrance of Western Wispermill Flats, where there is a signpost. West of this signpost will be the entrance to the Forest of Purgation. Your goal is to head deep into the forest, all the way west, to some kind of altar, where a NPC named Remnant Leader will be located. Challenge/Provoke the Remnant Leader into a fight. With a strength of eight and access to a lot of elemental spells, this fight could be a little challenging. However, being weak to spears, you can use the Warrior's Thousand Spears skill to easily break him. Defeat the leader and the quest will be complete.

Objective	Reward
Stopped the cult leader	11,000 Leaves, Bishop's Staff

Again with Alaic

Requires completion of [H'aanit's Fourth Chapter](#) to unlock. Alaic can be found in Victors Hollow, not too far from the entrance to the town. Speaking to a merchant, he finds out that his goods were stolen and has vowed to get them back. This bandit is located inside of the Forest of No Return, with its entrance being in the northern area of Victors Hollow. Before heading there, you'll need to use Guide/Allure on Alaic, as he needs to be with you when you go after the bandits.

The Bandit Leader you need to defeat is found straight north from the entrance in the Forest of No Return, at a little camp. Make sure you steal the **Viper Dagger** from him before speaking, as it's a great weapon to have and there's no penalty for failing to Steal the weapon. The Bandit Leader can hurt a little bit, especially with Roundhouse Kick, but it should be a fairly easy fight at this point in the game. He is weak to **daggers, axes, lightning and light** and should go down in no time. Upon defeating the bandit, the quest will be over.

Objective	Reward
Defeated the Bandit Leader	9,000 Leaves, Primeval Bow of Storms

There are two more Side Stories left to do, aside from those leading up to the superboss, but they will be pitting you against two of the more challenging bosses in the game. You definitely want your characters to be in your 50s or 60s for the upcoming battles against these two bosses, so grind in the Forest of Purgation to get them leveled up.

Into Thin Air

You could get this Side Story as soon as Chapter 2, when you first visit Victors Hollow, but it requires you to make a trek through a Danger Level 48 dungeon and fight a boss that is clearly too strong for said dungeon. When you're ready, you'll find the NPC who gives this quest south of the inn in Victors Hollow, who mentions that his daughter has gone missing. Head to the northern section of town to find the exit to the Forest of No Return in the southwest corner. Go ahead and enter the forest.



The entrance to the Forest of No Return

As soon as you enter, there will be a chest to the west of the save point, which contains a **Healing Grape Bunch**. Venture north a little bit and look east to spy another chest hidden to your right (**Inspiriting Plum Basket**). Run west from there to find a trail that brings you to a purple chest, so open it for an **Elemental Glaive**. Continue straight north, on the main path, to the camp there, where there will be a treasure laying there (**Silent Bandana**). West of there will be where the main path delves deeper into the dungeon.

As it curves south, there will be a chest slightly hidden behind some rocks, holding a **Shadow Soulstone (L)**. To your immediate left is a hidden path leading to a chest with a **Vivifying Stone**. You'll come to a save point, as well as a clearing, with a NPC there. Make sure you save your game and get everything ready, as the boss is coming up. The boss will like to use dark-elemental attacks, so if you have anything to help with the damage, then equip those accessories to your characters. Void Amulets, in particular, will make the boss' dark magic pretty useless.

Step into the clearing and get ready for the boss, Devourer of Men. The boss will be accompanied by two Deadly Spores, who live up to their name. Their normal attack can hurt quite a bit, plus Charge hits a lot harder. Their most annoying attack is Exploding Spore, which damages the entire party and has a chance to inflict Confusion. They can also use Drink Lifeblood to deal major damage, with them being healed by the same amount. They are quite meaty, having seven shields and close to 38,000 HP. They are weak to **swords, spears, axes, and wind** and should be taken out first, before worrying about the Devourer of Men.

However, the boss will continue to annoy you throughout the fight, especially whenever it uses Spirit Away to remove a character from battle. It can Spirit Away more than one person, if you give it enough time to do so. To get them back, all you have to do is break the boss, with its first weakness set consisting of **spears, daggers, staves, and fire**. Upon recovering from the break, it will gain more shields and change weaknesses to **axes, bows, and wind**. The third weakness set is just **swords and light**, with the boss having a total of eleven shields.



The boss will use Spirit Away to remove a party member from battle (left); Break the boss to get that character back (right)

As for moves, the boss can also use Charge, dealing about the same damage as the Spores, if not a little more. Black Magic will hit all allies with dark-elemental damage, plus it has a chance to inflict Blindness. At 50% HP, the boss can resummon the Deadly Spores, with full health and shields, but it can only do this once. Any attempt to resummon them later will result in a failure. It will also upgrade Black Magic to Shadow Magic, which hits twice. Lastly, it can enter boost mode, with the following turn producing Devour. This instantly kills a single character and the boss will recover HP equal to what the character had before they died.

There isn't much in the way of attacks from the boss, but what it and its minions have hurt a lot. Outside of Black/Shadow Magic and Exploding Spore (has no element), set up defenses by boosting your physical defense. Hopefully, you've gotten the extra jobs, as the Sorcerer helps cut down the shields with Ventus Saltare and Lux Congererere, with the latter being during the last set of weaknesses. You are free to apply Shackle Foe on the enemies, but keeping that on all three is cumbersome, so resort to only the boss.

If you have Tressa as your Runelord (and you should), using Transfer Rune on herself and then applying an elemental rune will help quicken the fight. Plus, on turns when she is waiting to do something, she can perform Rest on the party, getting rid of any ailments and recovering SP. The biggest hurdle to this battle is getting rid of the Deadly Spores twice and while the Devourer of Men is strong, it's not a tough battle when it's alone. Having only a single action per turn definitely helps with that.



The Deadly Spores have some nasty attacks (left); The boss can summon them once more later on in the fight (right)

Once you defeat the boss, you will see Ellie there. Using Primrose or Ophilia, Guide/Allure her back to town (can just teleport), then talk to her father with her behind you to finish the quest. Note that the Devourer of Men can appear as a

random battle in the Forest of No Return as a normal enemy, meaning that H'aanit can capture it to use later on, if you feel like waiting to secure the low chance of that happening.

Objective	Reward
Rescued Ellie in the Forest of No Return	9,000 Leaves, Deathly Blade

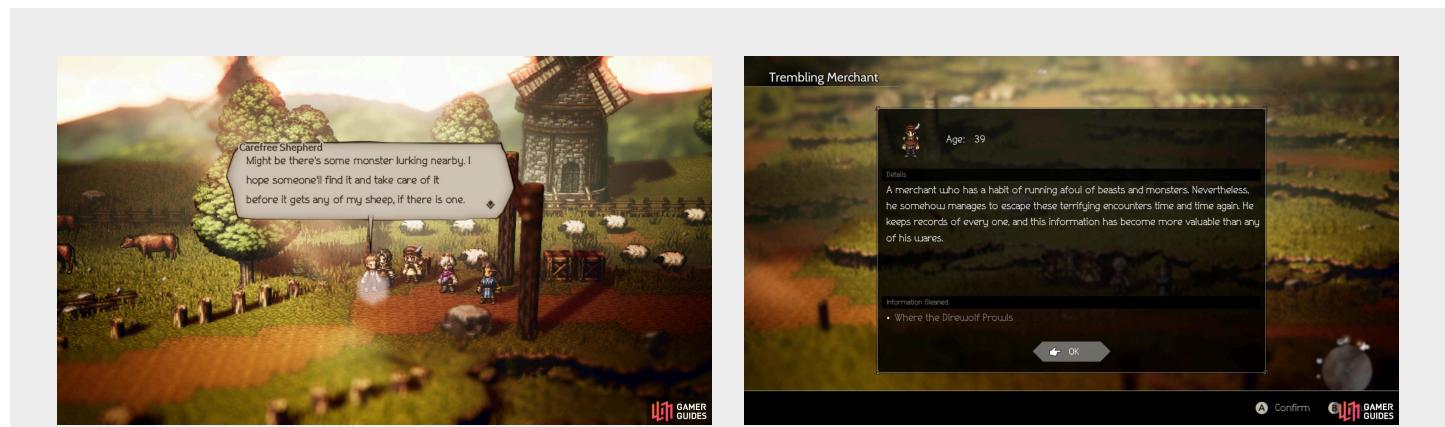
Scaredy Sheep

To begin this Side Story, head to Wispermill and exit the town, where you will see a NPC right there. Note that you will need either Alfyn or Cyrus for a quick step, so make sure one of them is in your active party. It seems some monster or something is nearby, scaring the farmer's sheep, so he wishes someone will take care of it for him. Follow the trail down and around, until you spot another NPC, a Trembling Merchant. Inquire/Scrutinize this NPC to get the **Where the Direwolf Prowls** info; inspect it in your inventory to see that the wolf has been spotted in the Forest of Purgation.



Note: If you used Cyrus or Alfyn to just get the information from the NPC, you can return to town to replace them with your regular character.

Note that the upcoming boss is purely physical, so make sure you stack physical defense on your characters. If you don't remember where the Forest of Purgation is located, it's on the western side of the Western Wispermill Flats; there's a slightly hidden path to the left of the signpost there. Once inside, you won't have to go too far to get to where this direwolf is located, as it's pretty much north of the entrance. Check out everything for your equipment, save your game, then step into the small clearing to initiate the boss fight.



The questgiver can be found right outside of Wispermill (left); The Trembling Merchant is a little further down the trail (right)

This fight is definitely one of the toughest in the game, since Managarmr is very strong and some of its skills make the fight go a lot longer than needed. Managarmr starts out with two actions per turn, gaining a third whenever it drops to 50% HP. It starts out with six shields, then gains an additional three shields after recovering from a break, up to a maximum of twelve. Thankfully, the Managarmr doesn't change its weaknesses at all, which are **spears, axes, thunder and dark**. However, it can block out its weaknesses whenever it summons Direwolves.

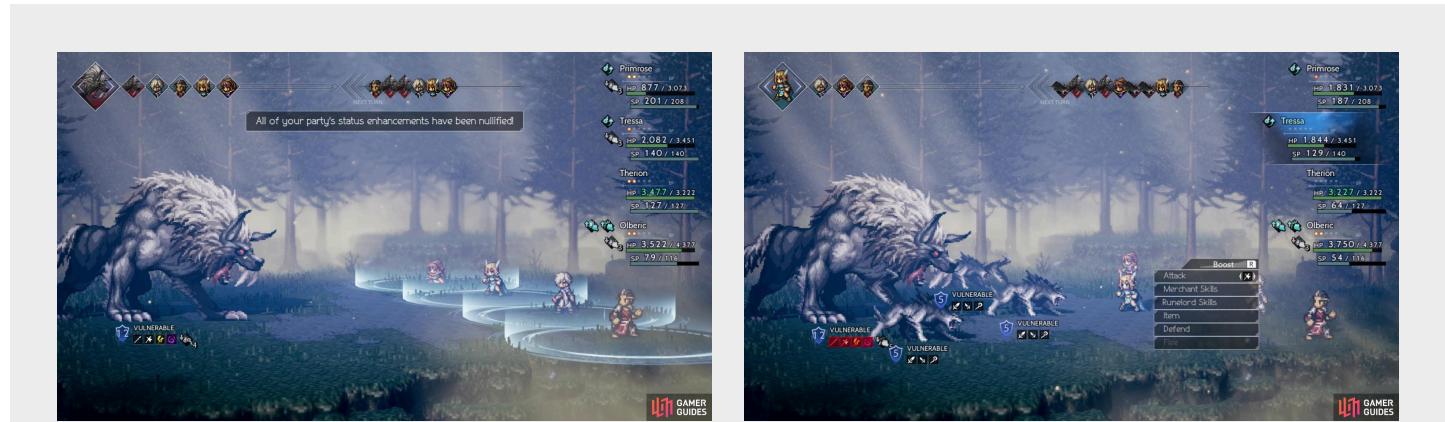
The boss can summon these Direwolves three times throughout the entire fight, with the first one being a single Direwolf. On subsequent summons, it will summon two and then three Direwolves, all of which are the same. They will have five

shields and are weak to **swords, daggers and staves**, plus they have around 30,000 HP. When it summons a single Direwolf, the boss will have two of its weaknesses blocked. Two Direwolves block three weaknesses and three Direwolves will block all four. Because of the boss' damage output, combined with the Direwolves, it's imperative that you get rid of them as soon as possible.

Of course, things are a little difficult in breaking them, as their weaknesses don't make it easy to do just that. However, having a Warmaster with a lot of strong weapons and high strength will help in taking them out quickly, since Winnechild's Battle Cry is one of the better moves. In fact, a fully boosted Battle Cry with BP Eater and high enough strength should be able to take out the Direwolves with no problem (average of 5-6k per hit). Doing this when there are two and three Direwolves will help tremendously, even if they aren't broken. Triple Slash and Rend are the only moves they have that hit all characters, although Bite does do quite a bit of damage.

With the Direwolves out of the way, it's time to concentrate on Managarmr. It doesn't have a lot of moves, but the ones it has hurt a lot. Savage Fang will likely deal around 1500+ damage to a single character, plus it has a chance to inflict Terror. Savage Claw will hit the entire party for major damage (upwards of 2,000 damage), plus it will lower your physical attack. Bestial Growl will raise the physical attack of all enemies, which is something you never want in this battle, so make sure you at least cancel that out with Shackle Foe. Lastly, Lunar Howl will damage your entire party for medium damage, but the big kicker for this is that it removes **all** of your buffs that aren't a part of your equipment.

Naturally, with as much physical power that Managarmr has, you want to try and have Shackle Foe on it as much as possible. Sure, it can cancel it with Bestial Growl, but the more you have it on the boss, the better. Likewise, you want to buff your own physical defense with Hired Help's Mercenaries, even though the boss can remove it. At this point, you should also have access to all four advanced classes, with the Sorcerer, Runelord and Warmaster being extremely helpful. Although the Sorcerer isn't viable against the Direwolves, it can be helpful against the boss, since it has two elemental weaknesses.



Lunar Howl will remove all of your buffs (left); Things will become scary when all three Direwolves are summoned (right)

Likewise, putting a Thunder or Dark Rune on your characters will be a good idea to help whittle down the boss' shields. If you have the Double Tomahawk axe equipped, then you can get a lot of hits on the boss' shields with that, since it hits twice with each normal attack. Even better, boosting your normal attack with that will even double it, so a fully boosted Double Tomahawk hits eight times. A weakness to spears means you can also use the Warrior's Thousand Spears skill for breaking shields. One other thing you can do is have Runelord on Tressa, then combine Transfer Rune with Sidestep, since everything is physical, provided the boss doesn't get too happy with Lunar Howl.

When you manage to defeat Managarmr, it will drop a **Direwolf Fang**. Bring this item back to the questgiver to finish the Side Story.

Objective	Reward
Took care of the monster terrorizing the area	12,000 Leaves, Elemental Augmentor

Battle-Tested Gear

The Battle-Tested set of weapons are kind of similar to the Forbidden set, but instead of having a negative element attached to them, they have a positive one. The Battle-Tested Blade, for example, increases that character's physical attack. There are two ways to net these wonderful items, although one of the ways was possible prior to finishing Chapter 4 stories. The first way is via Stealing/Purchasing them from specific NPCs in the wild. These NPCs do not spawn unless you complete specific Chapter 4 stories, so that's why this was put off until now.

The other method to obtaining these strong pieces of equipment is via drops from NPCs that have a strength of ten. Naturally, these are the strongest NPCs in the game, so you will need a very strong H'aanit or Olberic (the latter is preferred because of his ability to use all skills in the duels). With the previous method, you can only get one of each Battle-Tested equipment, but it's possible (with enough grinding) to get multiples of each by Challenging/Provoking the 10-strength NPCs. Of course, other than actually being able to defeat them, the biggest challenge is getting the items to drop, as they have a very low chance of dropping (probably around 3% or so, as a guess).

One of the better ways to go about farming the weapons from NPCs is via using Olberic, with some setting up on your end. You'll need to have gotten Surpassing Power from the Warrior class (last support skill), BP Eater from Starseer (third skill), and both Fortitude and Physical Prowess from Warmaster (third and fourth skills). You could swap out Physical Prowess with Boost-Start from the Starseer job, but they increase the damage by the same amount. Equip these all on Olberic, then set him as an Apothecary. Challenge a high-strength NPC and lose on purpose, which will put Olberic at 1HP. You can now rechallenge the NPC, then use a boost point and Last Stand to deliver an attack that should hopefully one-shot the NPC.



It may take a while, but the Battle-Tested stuff can be dropped by certain NPCs

If not, then you need to work on your build a little bit. If you don't have the Memorial Axe, go ahead and finish the [Zeph and Mercedes II Side Story](#). Should you have any Invigorating Nuts in your inventory, go ahead and use them on Olberic to increase his physical attack. Of course, this is just a quick means to an end, as you can enjoy the fights as normal ones, if you want.



Tip: The same 1HP setup can be used to farm in the Forest of Purgation, in anticipation for the final superboss, although you may want to use Cover on someone else to avoid Olberic being killed.

Battle-Tested Blade

The first one up on the list is the sword, with its special addition being to increase the user's physical attack. To easily get this, you will first need to complete [Olberic's Fourth Chapter](#). Once you do that, head to Wellspring and enter the large house on the western end. Inside is Erhardt, who has the sword, but you can only Purchase it from him.

The NPC with the Battle-Tested Blade can be found in Bolderfall, specifically, Lower Bolderfall. He is inside of the house that's being guarded by a NPC, who only has a strength of two. The 10-strength Townsperson inside, though, is a little more challenging. He is purely physical, so stack physical defense if you're fighting him normally.

Battle-Tested Spear

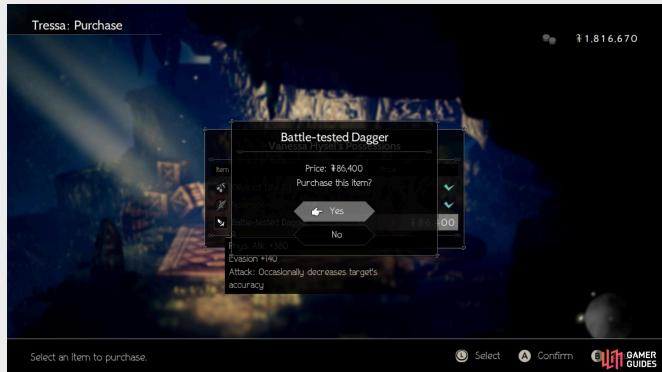
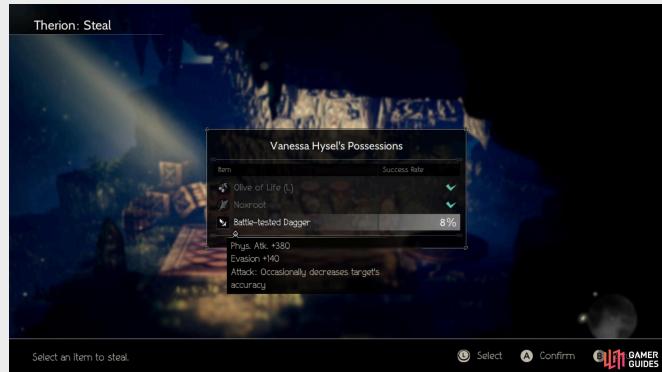
The spear is in possession of a certain merchant captain, but he doesn't spawn right away. In fact, you will need to complete [Mikk and Makk Make Good](#) before he will appear. Once you've completed that Side Story, you will be able to find Captain Leon on the docks in Rippletide; you can Purchase or Steal the Battle-Tested Spear.

Thankfully, the NPC that drops the Battle-Tested Spear can also be found in Rippletide. To the west of the inn, there is a house that is being blocked by a NPC. Beat him up (strength of six), then inside you'll an Elderly Woman. Of course, she holds the spear, so you'll have to fight her if you wish to secure more than one of them. Her Peerless Strike can hurt quite a bit, plus she can boost her own physical attack. She usually does Mighty Blow after boosting her attack, which does more damage than Peerless Strike. As you can see, she's mainly physical, so stack physical defense if you wish to fight normally.

Battle-Tested Dagger

The Battle-Tested Dagger is found on a NPC you might recognize, but the person holding it isn't in a town. Vanessa, who you might remember from Alfyn's storyline, can be found inside of Undertow Cove, in North Rippletide Coast. The entrance is kind of hidden behind a large rock formation on the eastern side of the map. Once you find it, you need to locate Vanessa, who is towards the eastern side of the cove. You can keep trying to Steal the dagger, since there is no penalty inside of this dungeon, but it's probably easier to just Purchase it, especially if you have a lot of money.

Once again, you'll find that the NPC who drops the Battle-Tested Dagger to be mainly physical. The Guard Captain in front of the Ravus Manor is who holds the dagger. He usually starts the battle with Slow Motion, decreasing your speed, then follows up with physical attacks. He is weak to both swords and spears, so using Thousand Spears to break his shields is ideal if fighting normally.



There is no penalty in trying to steal the Dagger from Vanessa (left); but it's probably easier to just buy it, especially if you have a lot of money (right)

Battle-Tested Axe

The Battle-Tested Axe can be found on Ned, who you might remember from Olberic's storyline. Ned is located in Victors Hollow, in the northern area of the town, just down the stairs leading towards the arena. You can Purchase or Steal the axe, but you might also want to grab the Crystal Vest he has on him, too, as it's a pretty nice piece of defensive gear.

The NPC with the Battle-Tested Axe can be found in Atlasdam. Inside of the tavern, on the left side, is a man clad in armor. That's who you want and he is purely physical in nature, so stacking physical defense is the key to winning normally. He can increase his physical strength, so be careful of that, although with high enough defense, his attacks shouldn't be doing more than 500 damage to Olberic.

Battle-Tested Bow

For the Battle-Tested Bow, you will need to travel to S'warkii and have finished [H'aanit's Fourth Chapter](#). Near the save point in the village will be Z'aanta, H'aanit's master. He has the bow on him and you can only Purchase it with Tressa.

Luckily for you, the NPC that drops the Battle-Tested Bow is also in S'warkii. Inside of the tavern is an Old Storyteller on the right side. This one is not physically-oriented, as he has access to both Ice Storm and Lux Congerere. That means if you wish to fight him normally, you will want to bring along some elemental defensive gear.

Battle-Tested Staff

The Battle-Tested Staff can be found in Saintsbridge, inside of the cathedral. Bishop Bartolo has it on him and you can only use Purchase to get it, as Steal has a 0% chance of success.

The NPC who drops the Battle-Tested Staff can be found in Clearbrook. Make your way to the cemetery towards the eastern side of the town and you will find an Elderly Woman. She'll start out the battle by upping her physical attack, then proceed with dishing out physical attacks. So, that means you will want to increase your physical defense if you wish to fight normally.

Battle-Tested Shield

To easily acquire the Battle-Tested Shield, fast travel to Marsalim, in the Sunlands. In the middle of the square, not too far from Swordsman Yuri, is Grieg the Unbreakable from Olberic's storyline. As with a lot of these Battle-Tested weapons, you cannot use Steal to get it, so you'll have to Purchase it with Tressa.

The NPC that drops the Battle-Tested Shield is located in Flamesgrace and you've actually used him in a previous Side

Story. The Muttering Codger at the base of the hill that is used in Ophilia's story a few times is who drops it. Like the majority of the NPCs who drop the weapons, he is physically oriented, so you will want to stack physical defense, if you choose to fight him normally.

You don't really need any of the Battle-Tested equipment, apart from the easy ones, to defeat the secret superboss, but they definitely help. At this point, you should have acquired a good amount of powerful weapons in your travels, across all of the weapon types. If you want to farm anything, the Battle-Tested Shield can be a good thing, as the HP and SP regen on it is always nice to have. However, while the regen is nice, it only has physical defense on it, so the lack of elemental defense is something that'll be sorely missed.

Gate of Finis

Alright, you've done pretty much all of the Side Stories and got some shiny new gear for your characters, so it's time to finally tackle the optional superboss. However, there is something that must be known, as you will be required to use all eight characters against the boss. What does that mean? Well, if you've neglected characters up until now, then you'll need to grind them up to the point that they aren't dead weight in the boss battle. The strategy outlined above, for the Apothecary 1HP Last Stand build, will work wonders for grinding, too.

What is the best place to grind? There are a few choices for you, such as trying to find Caits, but that's not ideal and you might find a few while grinding normally. You could also use the Dancer's Bewildering Grace to try and increase the multiplier for experience, but the x100 outcome is very rare and requires you to fully boost to have a chance at it. That means the best place to do this is at the highest level enemies, in the Forest of Purgation. Using the Last Stand build above, equip the necessary EXP and JP boosting skills and items, then go to work in grinding your characters. Note that you might want to use Cover (Warrior) on another character to ensure the enemies don't kill off Olberic. Around level 70 or so should be enough for everyone.



Olberic can make grinding easy with the low HP Last Stand build (left); You may even get lucky and run into a Chubby Cait (right)



Tip: Whenever Olberic levels up, you'll want to head back to town and Challenge a strong NPC to purposefully lose and set up Last Stand again. Also, carry a healthy stack of Inspiring Plums to replenish his SP.

Preparations

Necessary skills to include for your characters are definitely Saving Grace and anything else that helps with survival, like Starseer's Divine Aura, especially on those less than meaty characters. You will want BP Eater on your main damage dealers (probably Sorcerer and Warmaster, as well as any other damaging skills). Surpassing Power (Warrior) is also a necessity for your main damage dealers, as you want them breaking the 9999 damage limit. You could make some slight adjustments to the Last Stand build to reflect the Warmaster, as that class will be a useful tool.

Class distribution will also be key, since your characters will be split into two parties. The main damage dealers (Sorcerer and Warmaster) will be in different parties and you'll likely want Apothecaries in both groups, so have the non-Alfyn one have the Divine Skill, while Alfyn will be in the other one. Likewise, you'll want a Cleric in each party, so Ophilia will be in one and someone with the Cleric class will be in the other. Leghold Trap is going to be essential during the superboss, so a Hunter might prove useful in each group.

Character	Secondary Job	Support Skills
Primrose	Sorcerer	Saving Grace/Surpassing Power/Elemental Edge/BP Eater
Tressa	Runelord	Saving Grace/Divine Aura/Surpassing Power/Elemental Edge
H'aanit	Apothecary	Saving Grace/Divine Aura/Elemental Edge/Patience
Ophilia	Starseer	Saving Grace/Divine Aura/SP Saver/Elemental Edge

Character	Secondary Job	Support Skills
Olberic	Warbringer	Physical Prowess/Fortitude/Surpassing Power/BP Eater
Therion	Merchant	Saving Grace/Divine Aura/Patience/Physical Prowess
Cyrus	Cleric	Saving Grace/Divine Aura/SP Saver/Patience
Alfyn	Hunter	Saving Grace/Divine Aura/Patience/Physical Prowess



Select a category.

L Select

A Confirm

BLU GAMER GUIDES

Alfyn's equipment for the superboss



Select a category.

L Select

A Confirm

+ Remove

B Return

Y Show **BLU GAMER GUIDES**

Cyrus' equipment for the superboss



Select a category.

Select

Confirm

GAMER GUIDES

H'aanit's equipment for the superboss



Select a category.

Select

Confirm

GAMER GUIDES

Olberic's equipment for the superboss



Select a category.

Select

Confirm

GAMER
GUIDES

Ophilia's equipment for the superboss



Select a category.

Select

Confirm

GAMER
GUIDES

Primrose's equipment for the superboss



Select a category.

L Select

A Confirm

B GAMER GUIDES

Therion's equipment for the superboss



Select a category.

L Select

A Confirm

B GAMER GUIDES

Tressa's equipment for the superboss

Unlocking the Superboss

Before you can just hop straight at the superboss, you will need to unlock it first. All Chapter 4 stories need to be completed, plus there are a few Side Stories that must be finished. Those Side Stories are [In Search of Father \(II\)](#), [Daughter of the Dark God \(II\)](#) and all of their prerequisites. Once you do this, a new Side Story will pop up in the game, although the game doesn't notify you about it. Fast travel to S'warkii and exit to North S'warkii Trail, then to West S'warkii Trail.

That is where you will find the new Side Story, [Alphas and the Impresario](#). After Kit left the troupe, the impresario continued wandering around, but a monster stopped his travels. A swordsman came to take care of the monster, but this swordsman (Alphas) couldn't defeat the monster, so they ask you to get rid of it for them. You won't have to go too far, though, as the monster is a few steps to your west. It's time for a mini-boss!

Well, not much will be talked about with the Azure-eyed Tiger, as at this point, it's a big pushover and shouldn't last more than one or two rounds. It can buff its own attack, as well as use Soporific Fang to put a character to sleep, but it's a good chance it won't be able to use any of that. It has four shields and is weak to **swords, daggers, staves, ice and wind**. Once you've defeated the tiger, you'll automatically return to the impresario and talk about Kite, who seems to have gone to Hornburg with Lyblac. You'll receive **10,000 Leaves** for your troubles, plus you can speak to the Impresario again to unlock what should be the final Side Story in the game, [At Journey's End](#).

Prelude to the Superboss

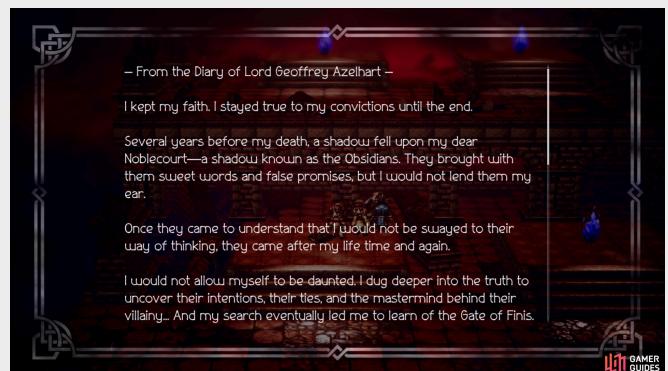


Warning: Once you pass through the Gate of Finis in Hornburg, you will be unable to exit or save your game. Make sure you are stocked and have everything you need before you step through the large gate. **If you die on any part at all, you will have to restart from the beginning, before you entered the gate.**



Tip: Make sure you stock up on Alfyn's components for Concoct before journeying to Hornburg.

You will receive a prompt on your screen, saying you can fast travel to the Ruins of Hornburg. This is your chance to get everything together, as once you enter the Gate of Finis, **you will not be able to exit or save**. The Ruins of Hornburg is located to the southeast of Everhold and there will be a long trail before you find a save point. Approach the large gates ahead for a quick scene, then this will be the **point of no return**. Before you're able to tackle the actual boss, you will have to fight eight bosses you've conquered already, only they will have more HP and be stronger.



The best way to take care of the refights is with Warmaster's Divine Skill (left); Read the book on the ground after finishing the refights for a lore dump (right)

The best way to cut through them all is with the Fortitude build on Warmaster Olberic. The build outlined above does wonders and should be able to kill the bosses in one use of Winnechild's Battle Cry, with their shields broken or not. If not, then you could try with their shields broken and if you still can't do it, then you just try and fight the bosses normally. Individual strategies won't be discussed here, since they are outlined in their respective Chapters (and will be linked). It's important to have Olberic at low HP before stepping through the gate, so make sure you do that. The Old Storyteller in the tavern in S'warkii is probably the easiest way to lose a Challenge, especially if you have low elemental defense.

Once you step into the Gate of Finis, you will see some blue flames off to the sides, as well as a small statue of some flags in front of you. The statue is used to switch characters, should you wish, while interacting with the flames will trigger a boss fight. There are eight in total, four on the bottom row and four on the top row. The bottom row bosses, from left to right, are as follows:

- [Simeon](#) (Spear, Dagger, Staff, Wind, Dark)
- [Miguel](#) (Sword, Bow, Wind, Dark)
- [Darius](#) (Spear, Dagger, Axe, Ice, Wind)
- [Dragon](#) (Sword, Axe, Bow, Ice, Light)

The only one that might be annoying, should you be using the low HP build, is Darius. He will use Steal Item on his first turn, which hits everyone, so your low HP character will likely die and you won't be able to use items until Darius is broken. Once you do that, though, resort to normal strategy. The top row bosses, from left to right, are as follows:

- [Mattias](#) (Sword, Axe, Ice, Light)
- [Yvon](#) (Dagger, Staff, Light)
- [Venomtooth Tiger](#) (Spear, Bow, Fire, Light)
- [Werner](#) (Dagger, Axe, Lightning, Wind, Light)

After defeating each boss, you should spot a book on the ground where each flame was located. Interacting with this book will give you some lore about the backstory of the game's world and how some of the people you encountered factored into the overall happenings and the Gate of Finis. When all bosses are defeated, approach the central staircase to witness another gate appear out of nowhere. Heal up at this time (except for Olberic, of course, if you're using the low HP build), then walk through the newly-opened gate to find another statue where you can switch characters. As you approach the top of the stairs, you will be prompted to create two parties. There are two phases and the first is more magic-oriented, with this guide utilizing the party listed earlier on this page.



You'll have to form two parties before you fight the superboss' first form

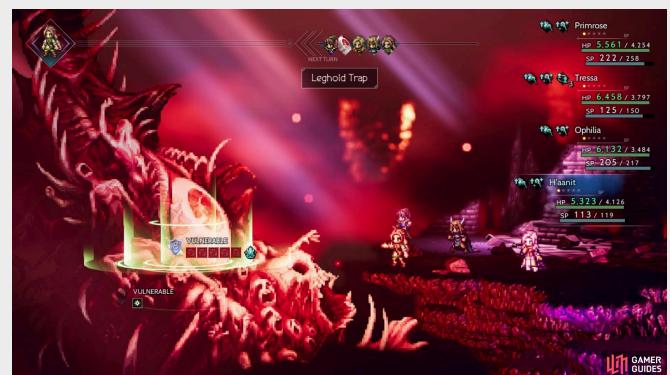
BOSS - Omniscient Eye

This is it, the first phase of the superboss, and if you thought the bosses during the character chapters were easy/hard, then you're in for a surprise. At the beginning, the Eye will summon a soul that hangs off of the left side of the eye. Upon doing so, all of the Eye's weaknesses will be blocked and you might notice a special buff next to them. Basically, the Eye is impervious to all damage/debuffs for the time being, until the Raging Soul is defeated. Of course, to make matters a little more complicated, the Raging Soul only has a single weakness, which happens to be **light**.

Your first order of business is to get rid of the Raging Soul, so have your Sorcerer use their first turn to cast Lux Congerer, which will break the Soul. While you're doing this, the Eye will pelt you with attacks. Electrocute will hit all party members for around 1500-2000 damage, depending on your elemental defense (and all characters should have a permanent elemental defense buff, thanks to Elemental Edge). Searing Orb will hit harder than Electrocute, but it only attacks a single person. It can also put up a "shadowy mist," making it harder for you to hit the enemies. The Raging Soul can put up a counterattack buff (only physical attacks), as well as perform Strike of the Dead, a major damaging single-target physical attack. Rend Flesh will hit all party members for heavy damage (2000+) and Overpower is a more powerful attack than Strike of the Dead.

Once you defeat the Raging Soul, the Eye will be vulnerable until its next action, where it will summon two more souls, Wailing Soul (bottom right) and Screaming Soul (top). It will then revert to the same invulnerable state as before, meaning you'll have to take out these two souls. Both have five shields, but the Screaming Soul is weak to **spears, daggers and bow**, while the Wailing Soul is weak to **swords, daggers, ice and wind**. They have a number of attacks, with the Eye also using a few new skills of its own. The Eye can put out some "noxious fumes," making it so poison will also drain SP and BP, in addition to HP.

The Eye can also use the "power of elements" to erect another barrier of sorts, making it so the enemies' elemental attacks are more powerful, with one addition that will be mentioned in a little bit. It can use Elemental Drain to lower your elemental power, plus it will "shudder ominously" to remove all buffs on your party, except for those that are from support skills or equipment. Let's move onto the souls and their attacks. The Wailing Soul definitely likes its status ailments. It can poison a single character with Tainted Touch (medium damage), as well as the entire party with Debilitation. This can be even nastier if the Eye uses that "noxious fumes" fog.



Divine Aura really helps a lot when it manages to proc (left); The Eye is immune to all damage and debuffs during the beginning portions of the fight (right)

In addition to the above, Umbral Strike is a medium damage attack that can inflict Blindness, plus Contamination will place every single ailment on a single character. With Tressa as a Runelord, you can use Transfer Rune with Rest to get rid of the ailments, or just use the Apothecary's Rehabilitate; otherwise, you'll have to remove them one-by-one with items. The Screaming Soul will focus mainly on damage, with Accurst Flame hitting a single character for some major damage. Shatter Mind does medium damage to a single target, but it will also drain all of their SP. Eternal Rancor is another single target attack that hits for major damage.

The last skill for the Screaming Soul is a bit different. Delayed Incantation does nothing on the turn it's used, but if you don't break the soul or kill it before the next turn arrives, a character will take immense damage at the very beginning of the turn. This will likely kill them, unless you have a lot of HP with Saving Grace. If the Eye has the "power of elements" field activated, then it seems like Delayed Incantation will invoke another attack that does around 2000 damage, but to the entire party. Note that this attack is always carried out at the beginning of the following turn and doesn't use up the soul's actual action.

Remove those two souls and the Eye will be vulnerable, with all of its weaknesses exposed. This is your chance to try and break it within another turn or two. The Eye has eight shields and is weak to **daggers, axes, staves, lightning and light**. Hopefully, you have Light Runes on everyone with Tressa (if you're using her here), as you can double the effectiveness of attacks by always striking the one weakness with physical attacks. Plus, with a strong elementally-inclined weapon, you should add up the damage quite nicely. Having a Hunter here is also useful, as you can finally use Leghold Trap to make sure you can break the boss before it can transition into the next phase.

Eventually, though, the Eye will resummon all three souls, which will be a little different this time. They all will have four shields, along with five weaknesses, with four of those being blocked. Every time you damage one of the souls, its exposed weakness will shift one over to the right. For example, Wailing Soul is vulnerable to fire and you damage it, meaning its weakness will move over to ice. The ideal strategy for this phase is to make it so all of the souls have the same weakness, then use enemy party-wide attacks on them to make sure their weaknesses stay the same. This might prove difficult, but that's why you have the Sorcerer in this battle, especially dedicated to damage.

The reason why this phase can prove difficult is that if you just happen to defeat one of the souls, then the Eye will summon it back. Was it mentioned that the Eye is in that invincible state when even a single soul is present? Well, it is and that means being able to inflict damage on it will be a huge problem. Keep fighting until you get the Eye's health to 50%, which is when it'll bring back all three souls and add a little twist to the battle. Each of the three souls will have a colored aura about them, plus three of your characters will have colored numbers above them.



The open weakness will shift to the right whenever you damage one of the souls (left); The Eye will continually resummon the souls during the second phase (right)

Before delving into that, all of the souls will revert back to their original weaknesses, but will have one added shield to their original totals. Also, the Eye will be vulnerable at this time, so you'll be able to inflict damage/debuffs and also break down its shields. So, back to the numbers, they appear to be doom counters, so whenever a number reaches zero, then that character will die. However, the Screaming Soul will self-destruct, damaging your entire party once the counter reaches zero. It also appears some new skills show up at this point. Wailing Soul uses Decay on itself, which will inflict poison on your character should you physically attack it. Raging Soul will use a skill that removes a party member from the fight, so just break it to bring that character back.

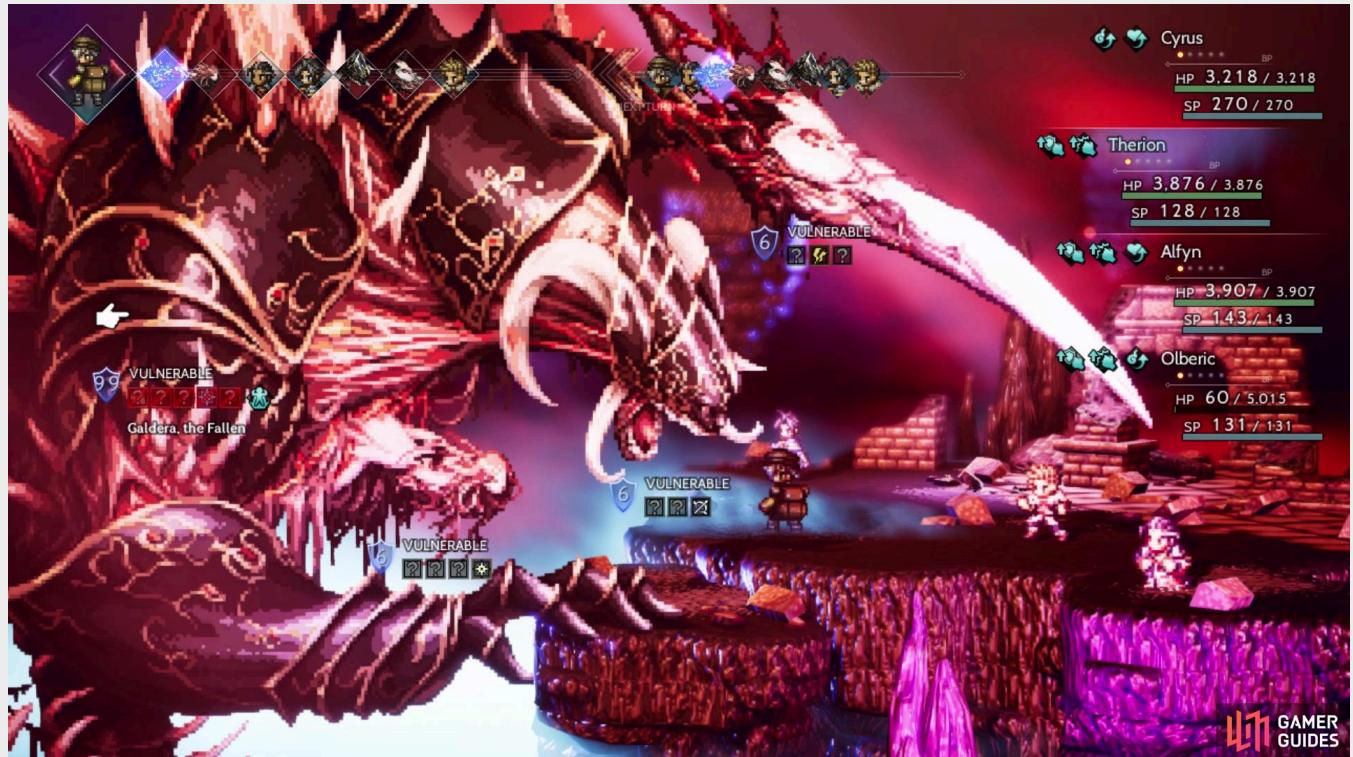
Breaking the soul won't get rid of the counter, so you will actually have to destroy them. Continue the battle until the Eye's health reaches 25% or so, which is when it will resummon all the souls, then use Consume Soul to take them into itself.

This grants the Eye more shields, plus it will now gain three actions per turn. At this point, it can use Evil Eye to petrify a single character, similar to Redeye, so hopefully you still have some Herb-of-grace Potions leftover. It also has Encroaching Darkness, a three-hit dark-elemental attack. At this point, you just want to go ham on the Eye, breaking it when possible and doing as much damage as you can.

The souls are gone for good at this point, so you don't have to worry about them. Make sure your Cleric keeps your health up high and if you get your buffs removed, you can try putting them back up, but if you heeded the warning and outfitted your characters with Elemental Edge, then your elemental attack and defense will always be up. The only buff that might matter is the Runelord's Light Rune, as the damage is definitely worth it. By now, you should know what to do, so keep fighting and the Eye will eventually perish. Once it does, the second battle will begin.

BOSS - Galdera, the Fallen

Welcome to the second form of the superboss, where you take command of your second party to battle. There are four targets, with the main body being in the back, and three body parts. The first thing that will happen in this fight is Galdera using "The Veil of Darkness Expands," which will block all of his weaknesses, raise his shield points to 99 and make him invincible, similar to the Eye in the previous battle. He won't become vulnerable until you defeat the three body parts, but the good thing is that these parts don't respawn once destroyed.



Don't be alarmed by the 99 shield points on Galdera, as that's just there for show

All three parts have the same amount of shield points, at six, but different weaknesses. Lyblac, the bottom one, is weak to **swords, daggers, fire and light**. The Abyssal Maw, the head, is weak to **swords, spears and bows**, while the Blade of the Fallen, the big sword-like thing, is weak to **ice, thunder, and wind**. This form of the boss battle can be very hard or very easy, depending on what you want to do. Out of the three body parts, the first one you might want to take out is either Lyblac or the Abyssal Maw. Lyblac is a buffer for the most part, with a few attacks, while Abyssal Maw is mainly magical and Blade of the Fallen is mainly physical.

While you're fighting the extremities, Galdera does have a few attacks of his own, but they aren't really much. Augmentation will buff a single enemy's physical attack and speed, while Shadowy Aura can do one of two things. It can remove all status

afflictions from enemies or it can remove all status augmentations on your party. Apart from a normal attack, there is one more thing that Galdera can do. Given enough time has passed, the veil of darkness will expand, giving more shields to the body parts or even changing their weaknesses. This might not happen until you defeat a body part or two, though.

Let's move on to the individual body parts and their moves now. Lyblac, as previously mentioned, focuses mostly on buffing the other enemies. Elemental Augmentation will increase the elemental attack of a single enemy, while Protection will increase everything's physical defense and Soul Healing gives three shields to a single enemy. What Enchantment: Darkness does is basically buff an enemy so that their attacks can inflict Blindness; Enchantment: Fear does the same thing, but with Terror. The only attack seen was Deceleration, which hits a single character for medium damage and also removing two BP.

Moving on to the Abyssal Maw, it is mainly magical in nature, as it pelts you with all kinds of spells. Frozen Hell is a three-hit ice elemental attack that does medium damage each hit, while Hell's Thunder is a three-hit lightning one that does the same thing. It can steal some SP from the entire party with Consume Aether, as well as debuff everyone's physical defense with Shadow Eye. Another annoying move from the Maw is Dark Flame's Curse, which blocks you from using multi-target elemental moves. You might also see Nightmare, a party-wide attack that hits for immense damage and also debuffs your physical and elemental defense. Although it might not happen unless it's the last extremity left, but the Maw can use Toxic Rainbow, which you might remember from Alfyn's Ogre Eagle fight, as it lowers your party's max HP each turn; quickly defeat the Abyssal Maw to get rid of it.



Not only can the Abyssal Maw do crazy damage with its spells (left); but it can also steal SP from everyone with Consume Aether (right)

Last on the list is the Blade of the Fallen, which is purely physical. Sweep hits the entire party for major damage, while Mistcutter and Shrieking Blade also hit all characters for medium damage. There is a caveat with the latter two, though, as it requires Lyblac to use Enchantment: Darkness or Fear, respectively, for the Blade to use those moves. The Blade also has a number of single target physical skills, such as Overpowering Slash, which can does immense damage. Vorpal Strike hits a character and reduces their HP to one, which can prove fatal if another extremity goes afterwards. If the last piece left, it will grant itself two actions per turn and add some new attacks. Almighty Sweep hits the party for major damage and Wanton Bloodshed will randomly attack allies for medium to major damage for around four hits.

The first part of this battle is about quickly killing the body parts, as prolonged fighting will only prove taxing on your characters. The quickest way to do this is with Olberic or H'aanit spamming Winnehild's Battle Cry, especially if they have low health and Fortitude equipped. Should you not have that, you want to use your most damaging moves that will hit everything, or concentrate one by one on the more troublesome parts. One particular helpful tip is that Alfyn can pretty much negate Lyblac's buffs in the fight (at least, for a little while) with Ruinous Dust and Curious Bloom, as it removes buffs and prevents them, too. Of course, Galdera can remove this, but it definitely helps.

Once you've removed all three body parts from the picture (remember, they stay gone, unlike the souls from the first form), the "veil of darkness" will be removed and Galdera will finally be vulnerable. Note that this makes it so Galdera will have

three actions per turn, but on his very first turn, the "Souls of the Dead writhe ominously before you." If you can manage to break Galdera before his next action, then you won't see the following two attacks. Speaking of that, Galdera is weak to **Spears, Daggers, Bows, Ice and Light** and he has nine shields.

So, if you don't manage to break him after doing the whole "Souls of the Dead writhe" thing, then you will see a combination attack. Banish Soul reduces every character to one HP, plus it removes all of their BP. This will be followed up with Create Soul, which adds shields to Galdera based on the number of BP removed from your party, except it doesn't seem to be one-to-one. Anyway, quickly recover from that attack and continue fighting Galdera. He can still do Augmentation to increase his physical attack and speed, plus you'll see more moves in this phase.

Crushing Death is a three-hit physical attack that adds up to some major damage, around 2,000 or so in total. External Void is an attack that deals immense damage to the entire party, possibly even one-hit KOing them if their health is around 3200 or so. Exterminate will randomly hit allies for a few hits, but Divine Aura procced both times, so the damage wasn't seen. One of the more annoying attacks is Meteor Storm, which will randomly hit all allies a total of eight times, with each hit dealing medium damage.



Banish Soul removes all BP and reduces everyone's HP to one (left); with Create Soul turning that stolen BP into more shields for the boss (right)

Note that Banish Soul seems to block two of his weaknesses, so you'll have to act around those blocked vulnerabilities. With Galdera now fully exposed, you can go all out in defeating him for good. Break out the debuffs like Shackle Foe and Leghold Trap, which will help minimize some of the damage and ensure you can break through his shields before he gets a turn. Should you have a Thief, Steal HP/SP is useful in two hits on the shield, as is a Scholar's Blizzard attack. If you can manage to not get spears blocked, then the Warrior's Thousand Spears does good work in eliminating the shields.

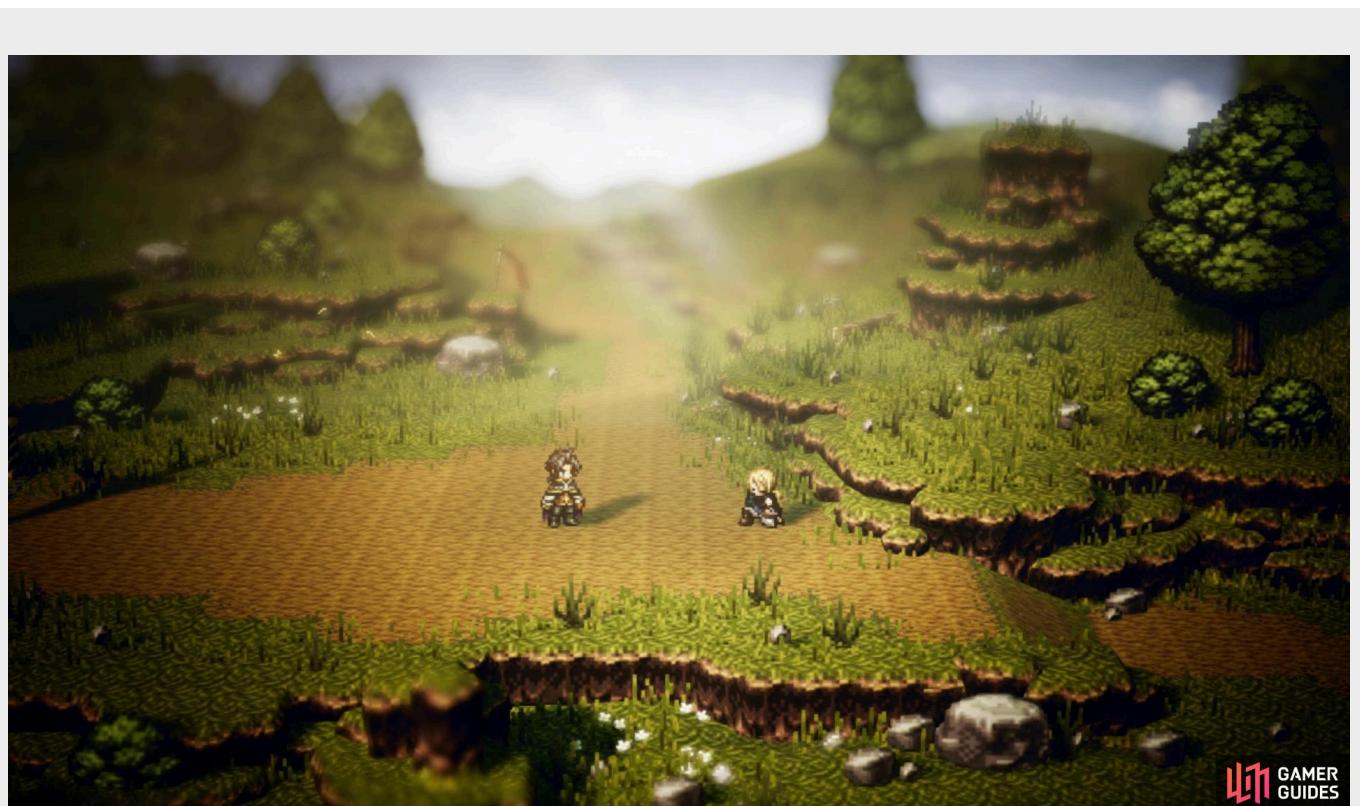
You will want to quickly finish off Galdera, who has around 180,000 HP, as the longer the battle lasts, the more likely it may come that Galdera will kill you. You definitely don't want to be starting over from before the boss refights, do you? Keep your health topped off at all times and beyond, with Saving Grace. A Merchant can buff your physical defense with the Mercenaries from Hired Help, plus a Cleric can do the same with elemental defense with Sheltering Veil. Of course, you could make short work with the Warmaster's Winnehild's Battle Cry, especially with low health and Fortitude.

When Galdera has finally been finished, you will see a few scenes, then you'll receive your reward for completing [At Journey's End](#). Your reward is 100,000 Leaves and an accessory called Spurning Ribbon. This particular accessory, when equipped, will remove all random encounters from areas, so you are free to explore without having to worry about fights. Of course, there's not much else to do after beating Galdera, so congratulations on finally finishing Octopath Traveler.

Kit, the Traveler

When	Where	Reward
Chapter 1	Outside of first character's town	1,500 Leaves

Kit, the Traveler will be the first Side Story you will do in the game and there isn't any set location for it. Whoever you pick for your very first character, upon completing that character's first chapter, you will find Kit right outside of their starting city. Whenever you do find Kit (the game will point him out to you), walk up to him and he will ask for a Healing Grape. Hand the item over to him and the Side Story will be complete. It's as simple as that.



Kit will always be found outside of your initial character's city

A Miner Dilemma

When	Where	Reward
Chapter 2	Quarrycrest	9,000 Leaves, Sharp Nut, Critical Nut

You can find this Side Story in the northern section of Quarrycrest, with a miner at the top of town giving it out. It seems he is having some trouble digging through some rock with this pickaxe. To complete this quest, you will need either Therion or Tressa, and travel to Goldshore on the opposite side of the map. Once you get there, venture to the northern part of town and look for the Stonemonger in front of the equipment shop. Either Steal or Purchase the **Orewell Whetstone** from the Stonemonger, then bring it back to the miner in Quarrycrest to finish.

Daughter of the Dark God (I)

When	Where	Reward
After completing Therion's Chapter 1	Bolderfall	5,000 Leaves

This Side Story begins in the Ravus Manor area of Bolderfall and will become available after completing Therion's first chapter. Alphas is fascinating by the dark-haired woman standing nearby and is having trouble capturing her attention. To complete this, you will need either H'aanit or Olberic, as you will be required to Provoke/Challenge Alphas. In Chapter 1, this duel can be a little challenging, as Alphas has a strength of five and his one move, Triple Strike, can do upwards of 600 damage at the time. Also, his lack of a weakness to swords or spears makes it even more difficult for H'aanit, although he is weak to axes and daggers. So, coming back later on, with a secondary job that has access to those weaknesses, would be ideal. Defeat Alphas and the Side Story will be complete.

Heathcote's High Jinks

When	Where	Reward
After completing Therion's Chapter 4	Bolderfall	12,000 Leaves, Heathcote's Dagger

Requires completion of [Therion's Fourth Chapter](#) to unlock. Fast travel to Bolderfall and head to the Ravus Manor to find Heathcote right outside of the main door. Some thief managed to sneak into the mansion and delivered a letter, saying he's going to steal a precious gem. Mosey along to Wispermill and not far from the windmill at the top of the town is an Old Man. Use Guide or Allure on him, then return to Heathcote in Bolderfall; speaking to him with the Old Man behind you will finish the quest.

Kaia, Mother of Dragons (I)

When	Where	Reward
After completing Therion's Chapter 1	Bolderfall	1,500 Leaves, Light Nut



Inquire/Scrutinize the Friendly Farmer in West Clearbrook Traverse to find a hidden item (left); which turns out to be the egg for Kaia (right)

Kaia, the Egg-Seeking Girl, can be found near Bolderfall's entrance/exit. She dropped her egg while crossing a bridge and is worried it is lost or might get damaged. You will find the egg in West Clearbrook Traverse, but you will need to bring along either Alfyn or Cyrus. Entering from Clearbrook, go north from the save point and across a bridge, where you should see a NPC (Friendly Farmer) not too far to the south. Scrutinize/Inquire information from this NPC to get a hidden item on the map, which will be to the south and west of the save point. Take the **Giant Egg** back to Kaia in Bolderfall to finish the quest.

Kaia, Mother of Dragons (II)

When	Where	Reward
Chapter 2-3	Quarrycrest	6,600 Leaves, Light Nut (M)

Having recovered the dragon egg back in Bolderfall, Kaia travelled to Quarrycrest because she heard an egg specialist lived in the town. You will find Kaia in the first area of the town, right in the middle of it. You will need either Ophilia or Primrose to complete this quest, so head to the tavern if you don't have either in your active party. Once you do and have started this Side Story, travel to the upper area of the town and look for an older man in the northern end. He is behind the equipment shop, so use Guide/Allure on him and bring him back to Kaia to complete the quest.

Kaia, Mother of Dragons (III)

When	Where	Reward
Chapter 4	Orewell	11,000 Leaves, Robe of the Dragon Princess, Light Nut (L)

Requires completion of [Kaia, Mother of Dragons \(II\)](#). You will find Kaia near the entrance to Orewell, where she'll tell you her egg was stolen. The thief told her to come to Dragonsong Fane, which is a Danger Level 50 dungeon not too far from Orewell. You will need either H'aanit or Olberic for this, so make sure one of them is in your active party before leaving town. Once you do, leave the town and follow the path, crossing the bridge to your north by the save point. Keep heading north-northeast-east and you should spot a NPC to your north.

Find the trail that leads to him and you'll happen upon the entrance to Dragonsong Fane not too much further. Head inside and you'll want to venture east, as the NPC you need is at the end. Luckily, the dungeon isn't very large, so it won't take long to find him. Once you do, Challenge/Provoke the NPC, who has a strength of eight, and defeat him to obtain the **Dragon Egg**. Warp back to Orewell and hand over the egg to Kaia to finish the quest.

On the Precipice

When	Where	Reward
Chapter 4	Orewell	11,000 Leaves, Refreshing Jam

A merchant in the northwest corner of Orewell is who you want to begin this Side Story. He was cheated in a trade and pretty much left with nothing, so he's thinking of tossing himself off of the cliff, unless some golden opportunity happens to fall into his lap. There are two solutions for this quest, with the first one being to simply Provoke/Challenge the merchant himself. He is a pushover and upon defeating him, he will come to his senses, completing the quest.

The other solution will have you going to the town of Atlasdam. You're looking for a NPC named Know-it-all Milo, who is found in the Palace Gate area. Once you get there, head as if you were going inside of the Royal Academy, but look to the right of the main entrance to find him. Inquire/Scrutinize Milo to learn **The Jellypeno** information, then bring this back to the merchant in Orewell to finish.

Revello and Odette

When	Where	Reward
After completing Cyrus' and Primrose's Chapter 4	Quarrycrest	9,000 Leaves, Revello's Helm

Requires completion of [Cyrus' Fourth Chapter](#) and [Primrose's Fourth Chapter](#) to unlock. Start by going to Quarrycrest, where you wish to speak to Revello, who seems to be at Odette's door. We learn that Odette was taken care of by Primrose's father as a wee one, but she never visits his grave. Head inside Odette's house and use Inquire/Scrutinize on her to learn **Why She Doesn't Visit Geoffrey**. Travel to Noblecourt and enter the eastern half of the city. The big house on the eastern end of this section is where Revello lives, so bring the information you found out to him to finish this quest.

Sparks of Revolution

When	Where	Reward
After clearing Therion's Chapter 1	Bolderfall	2,000 Leaves

There are two methods to completing this Side Story, although you won't have to go out of Bolderfall to do either way. The Stern Guardsman outside of the big house in the northeastern part of the main area of Bolderfall has heard word of a revolution being put together, and is wondering if there is a way to prevent this from happening. To complete the first method for this quest, you will need either Tressa or Therion. Head to Lower Bolderfall and check the contents of some of the people down to see that some of them have weapons on them. In particular, you're looking for the **Rebel's Axe**, **Revolutionary Sword**, and the **Spear of Justice**, so Purchase/Steal them and bring them back to the Guardsman.

Therion: Steal



Select an item to steal.

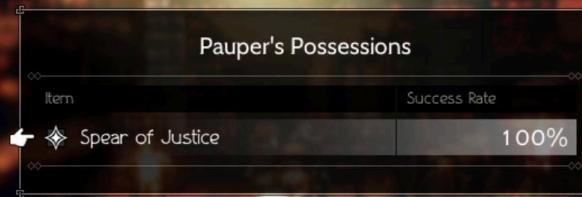
A Confirm

B Return

Y Show GAMER GUIDES

One of the weapons needed to complete Sparks of Revolution

Therion: Steal



Select an item to steal.

A Confirm

B Return

Y Show GAMER GUIDES

One of the weapons needed to complete Sparks of Revolution



Select an item to steal.

A Confirm

B Return

Y Show  GAMER GUIDES

One of the weapons needed to complete Sparks of Revolution

For the other method, you will need either Alfyn or Cyrus. Head inside of the large house behind the Guardsman and Inquire/Scrutinize the Enlightened Aristocrat to get the **Project Plans** information. Bring this info back to the Guardsman to finish the quest.

The Bandits' Code

When	Where	Reward
After completing Therion's Chapter 1	Bolderfall	2,400 Leaves, Blazon of Protection

You will find two different solutions for this Side Story, one of which is a little bit easier than the other. The bandit, located in Lower Bolderfall, is looking to get away from banditry, but doesn't know how. For the first solution, you will need either Ophilia or Primrose for it. Fast travel to Sunshade and look inside of the tavern for the Faltering Youth, who is in the northwest corner. Guide/Allure the youth, then return to the bandit in Bolderfall to complete the quest.

The other solution for this quest involves heading to Victors Hollow, a town you normally wouldn't visit until Chapter 2. It is located north of S'warkii, so start from there if you haven't found it yet. Once you arrive, look in the southwest corner of the first area of town to find a woman standing in front of a church-like building. Inquire/Scrutinize her to obtain the **Marta's Gang** information, then bring it back to the bandit to finish.

The Wayward Son

When	Where	Reward
Chapter 4	Orewell	9,000 Leaves, Olive of Life (L)



The Stern Knight can be found inside of the palace in Marsalim

There is a woman in the southwest corner of Orewell that regrets saying certain nasty things to her son some ten years ago, who went off to become a knight. She wishes he would come back to the city, so that's your cue. Fast travel to Marsalim and enter the palace to the north. The Stern Knight is who you're looking for and he's standing to the left, on the ground floor, near the cells. You will need to use Guide or Allure on him, but Ophilia needs to be level 45 for this and you probably have a low chance to Allure him with Primrose. Once you've managed to get him, return to Orewell and speak to the mother with him in tow to finish the quest.

The Weaver's Predictament

When	Where	Reward
Chapter 2-3	Quarrycrest	6,500 Leaves, Weaver's Charm

Gendy, in the lower section of Quarrycrest not too far from the entrance, is having trouble with his wares, as it seems interest in them have waned. You will have two solutions for this Side Story, with the first one involving either Therion or Tressa. If you check Gendy's items, you see he has **Gendy's Footcloth** on him. Steal/Purchase it (easier to Purchase, most likely), then fast travel to Flamesgrace. Here, enter the house in the southeastern corner of the first area, which is right next to the exit to the Path to the Cave of Origin. Hand over Gendy's Footcloth to the Shivering Townsperson to finish the quest.

For the other solution, you will be required to travel to Noblecourt, which is northeast of Atlasdam. In the western part of town, look for the last normal NPC right before Orlick Manse (not the guards). This NPC is named the Fashionable Traveler, so Inquire/Scrutinize this NPC to get the piece of information, **A Use of Textiles**. Bring this info back to Gendy in Quarrycrest to finish the quest.

An Exotic Aroma

When	Where	Reward
Chapter 4	Grandport	11,000 Leaves, Revitalizing Jam

In the Markets area of Grandport, you will find a woman in the southwestern corner who seems to be a little homesick about her home to the distant south, or rather the smell of the quatrait blooms. There are two solutions for this Side Story, with the first option being in Sunshade. On the western side of town, north of the save point, is a merchant that has something called a **Quatrait Bloom** on him. Either Steal or Purchase this item, then bring it back to the woman in Grandport to finish.

The other solution requires either Primrose or Ophilia. Once you have either one in your active party, Guide/Allure the questgiver and fast travel to Rippletide. When you've arrive, look for the Caravan Member, who is on the docks north of the save point, at the end of it. Simply speak to the Caravan Member with the questgiver in tow to finish the quest.

In Search of Father (II)

When	Where	Reward
Chapter 2	Moonstruck Coast	9,000 Leaves



Kit can be found to the east of the save point in Moonstruck Coast

Must have completed [In Search of Father \(I\)](#). You're heading for Moonstruck Coast, with probably the closest town being Goldshore. Exit the town and start moving south, following the trail until you finally get to the Moonstruck Coast. Find the save point in the area and not far to the east will be Kit. He managed to find a lead on his father's whereabouts, but he will need to leave the troupe in order to do so. Before leaving, though, he wants to help the troupe one last time, with absolutely no hint on what to do. However, if you speak with the woman directly to the west of him, she will mention about needing some lapis lazuli for some paint. In order to get this, travel to Grandport and look for the Traveling Merchant in between the shops. Steal/Purchase the **Lapis Lazuli**, then bring it back to Kit to finish the quest.

Keeping Up with the Wyndhams

When	Where	Reward
After completing Tressa's and Therion's Chapter 4	Grandport	12,000 Leaves, Blessed Blazon

Requires completion of [Tressa's Fourth Chapter](#) and [Therion's Fourth Chapter](#) to unlock. Once you've finished those, head to Grandport and you will find Cordelia standing in the first section of town. She has been exchanging letters with Noa for a while now, but hasn't received any for a good while, which is making her worry that something may have happened to her. With either Olberic or H'aanit in tow, exit Grandport and cross the bridge that leads into town. On the left side, you should spy a NPC, who is the one you want. This Brigand has been robbing everyone who passes by of their possessions, including letters. Challenge/Provoke the Brigand (strength of seven, but not a difficult fight considering when you can do it), and bring the **Letter from Noa** he drops back to Cordelia to finish.

Le Mann, Explorer Extraordinaire (I)

When	Where	Reward
After completing Tressa's Chapter 1	Rippletide	1,500 Leaves, Fortifying Nut

After completing Tressa's first chapter, return to Rippletide and you will find Le Mann on the docks towards the northwestern corner of the village. He speaks of going out on a grand adventure, but he not very equipped for it. In order to complete this Side Story, you will need either Tressa or Therion. Head to the stalls in front of the docks and look for an Antique Dealer, then either Purchase/Steal the **Adventurer's Attire** from him and bring it back to Le Mann to finish.

Le Mann, Explorer Extraordinaire (II)

When	Where	Reward
Chapter 2-3	Goldshore	6,600 Leaves, Fortifying Nut (M)



U11 GAMER GUIDES

Harris can be found near the inn in Rippletide

Le Mann, who you helped back in Rippletide, is continuing his grand adventure in Goldshore. You will find him on the wooden bridge in the first part of town, where he will mention that he is feeling a little homesick. To give him a nudge to continue his journey, you will need to revisit Rippletide. You need to find a man named Harris, who is near the inn. Use Guide/Allure on Harris and bring him back to Le Mann in Goldshore to finally push him back on his adventure.

Le Mann, Explorer Extraordinaire (III)

When	Where	Reward
Chapter 4	Grandport	11,000 Leaves, Adventurer's Hat, Fortifying Nut (L)

**Requires you to complete [Le Mann, Explorer Extraordinaire \(II\)](#). Le Mann found his way to Grandport and is about to set off on his adventure, but some brigands are blocking entry to the ship. To complete this Side Story, you will need either Olberic or H'aanit. The brigand you need to defeat with them is to the right of Le Mann, standing in front of the ship. With a strength of seven, the brigand isn't too challenging, but Brain Bash is able to inflict Unconscious. Upon defeating the brigand, the quest will be over.

Left Behind

When	Where	Reward
Chapter 2-3	Goldshore	4,500 Leaves, Elemental Ward

On the beach of the southern area of Goldshore, you will find a former sailor who is looking for his captain, who hasn't been found after the shipwreck. You will find the captain in Victors Hollow and you will need either Ophilia or Primrose to complete the quest. The captain is the older-looking gentleman in front of the tavern, so use Guide/Allure on him to have him follow you back to Goldshore. Note that he is particularly tough to Guide/Allure, as Primrose success rate is relatively low and Ophilia would need to be level 40, so saving beforehand is a good idea. Once you bring the captain back to the sailor, you will complete this Side Story.

Love Unrequited

When	Where	Reward
After completing Tressa's Chapter 1	Rippletide	1,500 Leaves, Critical Nut (M)

This Side Story can be begun after finishing Tressa's first chapter, with the questgiver being in front of the shops. The woman is having trouble with a lovestruck man, who keeps pestering her for her hand in marriage. There are two ways to complete this Side Story, with the first one involving either Olberic or H'aanit. You will want to look for Tony, who should be standing in between the tavern and provisioner. Start the duel with him and lose on purpose, which will bring an end to the quest if you go this route. Just note that your reputation with Rippletide will drop if you use H'aanit's Provoke.

The other method to completing this Side Story will require either Ophilia or Primrose. Find Tony's Mother just to the left of the inn and use either Guide or Allure to have her follow you to Tony. If using Guide, then Ophilia will need to be level 15 or higher. Upon bringing his mother to him, the quest will be finished.

Princess Mary, Redux

When	Where	Reward
After completing Cyrus' Chapter 4	Rippletide	9,000 Leaves, Absolute Zero Staff

Requires completion of [Cyrus' Fourth Chapter](#) to unlock. You will find Princess Mary, one of Cyrus' students, in Rippletide, a little west of the tavern. She has come to Rippletide to meet with Professor Paul, someone who taught her when she was younger. Something goes awry, though, as the ship Paul was on went down, so it's up to you to find him. Before setting off, you will need either Primrose or Ophilia in your active party. You're heading to a dungeon called Undertow Cove, which is located in North Rippletide Coast.

Exit Rippletide and head north into North Rippletide Coast. Follow the trail north a little bit until you see a trail off to your right, with the entrance to Undertow Cove behind in the back of the rock formation here. Professor Paul can be found on the western side of this dungeon, so keep heading in that direction until you spot him towards the southwestern corner. Use Guide or Allure on him, then return to the Princess in Rippletide. Speak to her with the Professor behind you to finish this quest.

Scourge of the Seas

When	Where	Reward
Chapter 2-3	Goldshore	7,000 Leaves, Leviathan Shield

The Fledgling Fisherman in the northern part of Goldshore and talks about some creature that is terrorizing the seas. This quest has two parts, with the first one involving Stealing/Purchasing the **Leviathan's Egg** from the fisherman. Your Steal chance might be pretty low, so it's a lot easier to just Purchase it with Tressa. Once you have the egg, exit Goldshore and cross the first bridge, then venture south and cross a second bridge. When you reach the end here, look north to find the entrance to Captains' Bane. At the end of the dungeon, you will find yourself face to face with the boss, who you will need to defeat.

The Leviathan can be a difficult boss, especially if you tackle it at the end of Chapter 2. It will begin the battle with three actions, and its attacks can hurt. On its initial action, the Leviathan will summon a Crimson Urchin and Sea Urchin to join in on the fun, which will block its three center weaknesses. Considering that the Leviathan is strong and gets three actions per turn, you will want to get rid of the Urchins as soon as possible. It isn't just because of the blocking of weaknesses, but the Urchins can do some damage as well. Roll is a single-target attack, as is Venomous Sting, but the latter can inflict Poison. You might also see one use Venomous Rain, which does random hits to the entire party, although it's not clear if this can also Poison.



The boss will use Constrictor often to inflict Unconscious (left); Tentacle Bash will hit random allies, so you may get unlucky (right)

The Sea Urchin is weak to daggers, staves, fire and light, while the Crimson Urchin is weak to swords, axes, lightning and dark. Even after defeating them, the Leviathan can resummon them back into the battle multiple times, although they only have half health and a fraction of their original shields. Should they be summoned again, you want to get rid of them as quickly as before, since the boss can devour them to recover 5,000 HP. With those two out of the way, let's take a deeper look at the Leviathan.

This boss can certainly dish out the damage, as well as annoy you with Constrictor, which does good damage to a single target and inflicts Unconscious. With three actions per turn, this can be dangerous if it decides to use it on your healer or multiple characters get afflicted with it. Sweep will damage your entire party once and Tentacle Bash are three to five random hits on any of your characters. While the hits are random, if a single character takes a good chunk of the hits, then they might be in trouble of dying, especially if the Leviathan has more actions following Tentacle Bash.

Breaking the boss might be easy at first, since it only has four shields, but upon recovering, it will gain an additional two

shields, up to a total of eight. Of course, the Leviathan becomes more dangerous once it hits yellow health, as it seems to start using Dissolving Mist, which hits the entire party and removes all of their buffs. To add to this, it can use a boosted attack, gaining the dark aura and following that up with Rampage. This attack hits the entire party for some good damage and it might even be followed up with other attacks, depending on the turn order.

Naturally, you don't want to dawdle too long in this fight against the Leviathan, so hitting hard and quick will be a top priority. A Merchant and Thief will be ideal here, since the Mercenaries from Hired Help will boost your defense, while Shackle Foe from the Thief can lower the Leviathan's physical attack. Keeping these buffs/debuffs on at all time will make the damage a lot more manageable. Despite blocking the middle three weaknesses while the Urchins are out, you can still break the shields with spears and wind; the middle three weaknesses are bow, fire and lightning. Considering the weaknesses, a Warrior/Hunter can make quick work of the shields with their multi-hit attacks, hopefully making this boss a little easier. After the fight is over, there will be a quick, little scene and the sidequest itself will be finished.

The Diarist's Desire

When	Where	Reward
After completing Tressa's Chapter 4	Grandport	6,500 Leaves, Alluring Ribbon

Must have completed [Tressa's Fourth Chapter](#) in order to unlock. Make your way to Grandport now, where you'll find Ing the Diarist in the northern part of the Markets area. Having recorded his journey for many years now, Ing doesn't know if there's anything worthwhile still left to record in a diary now. To complete this quest, you will need to find three items to bring back to Ing, which requires the use of either Tressa or Therion's talents (Steal or Purchase).

To start, head to Bolderfall. Locate the Proud Collector in front of a tree, just north of the inn in the main portion of town. He has the **Astonishing Object** on him, so get it and journey to Wellspring next. You're looking for the Satisfied Merchant, who can be found along the bank of the pond in the middle of town, along the southwestern edge. Grab the **Incredible Item** from him and travel to Duskbarrow for the third item. Standing just left of the shops is a Smirking Townsperson, who has the **Marvelous Memento**. Bring all three items back to Ing in Grandport to complete the quest.

The Merchant's Path

When	Where	Reward
Chapter 2-3	Goldshore	11,000 Leaves, Slippery Nut, Light Nut

The Merchantry Master, located in the northern part of Goldshore, is having trouble with bandits harassing his merchants, making it hard to get products to customers. There are two solutions for this quest, with the first one requiring either Cyrus or Alfyn. Exit the town to West Goldshore Coast and cross the bridge to the north of the save point, where you should see a NPC on the other side. Scrutinize/Inquire this NPC to obtain the **A Safe Route** piece of information, then bring it back to the Merchantry Master to finish.

For the alternate solution, you will need either H'aanit or Olberic, as you need to hunt down a NPC named Drevon. In fact, you won't have to look too far, as Drevon can be found along the bottom wall in front of the cathedral to the northwest. Challenge/Provoke Drevon, who should be easy as he only has a strength of two, for an easy completion to this Side Story.

City of Gold

When	Where	Reward
After completing Cyrus' Chapter 1	Atlasdam	9,000 Leaves, Alluring Ribbon

While you could start this Side Story as soon as after completing Cyrus' first chapter, it's better to save it until you complete all of the Chapter 3s, as the locations you need to visit are Chapter 4 towns/areas. You can begin this by speaking with the Passionate Reader inside of the library in Atlasdam. She read about a city of gold, but needs some more information about it. There are two possible solutions, with the first one located in Marsalim. You're looking for the Scholarly Youth, who is located at the top of the area to your right inside of the town. Inquire/Scrutinize the youth for the **City of Gold** info, then bring that back to the Reader to finish.

For the other solution, you will have need of either Ophilia or Primrose, so put one of them in your active party and travel to Grandport. Exit the town, to West Grandport Coast, and venture to the western side of the area. You should spot a lone NPC standing by a ledge, a Best-Selling Author, who is the NPC you need. Guide/Allure him into following you, then return to the Passionate Reader in Atlasdam. Speak to her with the author in tow to finish the quest.

Fit for a King

When	Where	Reward
After completing Cyrus' Chapter 1	Atlasdam	1,500 Leaves, Healing Grape (M) x2

Tressa: Purchase

¥ 4,983

Townsperson's Possessions	
Item	Price
◆ Ambrosial Milk	¥ 70
Ingredient used in a dish for the king.	

Select an item to purchase.

A Confirm

B Return

Y Hide  GAMER GUIDES

The person in front of the inn has the Ambrosial Milk

Tressa: Purchase

¥ 4,923

Boy's Possessions	
Item	Price
◆ Roc Egg	¥ 29
Ingredient used in a dish for the king.	

Select an item to purchase.

A Confirm

B Return

Y Hide  GAMER GUIDES

One of the kids in the square has the Roc Egg

Tavern Patron's Possessions	
Item	Price
Emperor Crab	190
Ingredient used in a dish for the king.	

Select an item to purchase.

A Confirm

B Return

Y Hide  GAMER
GUIDES

One of the patrons in the tavern has the Emperor Crab

The Capable Culinarian, who is found in the town portion of Atlasdam, is set to cook up a dish for the king, but is having trouble getting his hand on a few of the ingredients. There are three ingredients in total, all on NPCs, so you will need either Therion or Tressa for this Side Story. The guard in front of the building as soon as you enter Atlasdam has the **Ambrosial Milk**. In the central square of the town, there are two small children; the little boy has the **Roc Egg**. For the **Emperor Crab**, you will be visiting the tavern, as one of the patrons there has it. Bring back all three items to complete the quest.

In Search of Father (I)

When	Where	Reward
Chapter 2-3	Noblecourt	4,500 Leaves

Need to have completed [Kit, the Traveler] first before this one becomes available. After helping him out with a Healing Grape, Kit resumed his travels that brought his search for his father to Noblecourt. You will find him on the bridge connecting the western and eastern halves of the town. His search has stagnated and is looking for a way to travel to more cities to continue it. To complete this quest, you will need either Primrose or Ophilia in your active party. Head to East Noblecourt and look for the NPC at the bottom of the stairs on the path (in front of the tavern) leading to the house to the north, near where you entered. Guide/Allure the Aspiring Actor back to Kit to finish the quest.

Mikk and Makk Make Good

When	Where	Reward
After completing Tressa's and Therion's Chapter 4	Noblecourt	11,000 Leaves, Mikk and Makk's Shield

Requires completion of [Tressa's Fourth Chapter](#) and [Therion's Fourth Chapter](#) to unlock. Head to Noblecourt and find the house in the southeastern corner of the first portion of town. Speak to either Barham or Orlick to begin this Side Story. Mikk and Makk pay a visit, but it seems a tall tale from the scholars speak of Captain Leon returning to his pirate ways. By the stall near the inn, you will find Leon, but something seems a little off. Challenge/Provoke him, then defeat him in combat (strength of five), which will bring this sidequest to an end.

Scaredy Sheep

When	Where	Reward
After completing Ophilia's Chapter 4	Western Wispermill Flats	12,000 Leaves, Elemental Augmentor

To begin this Side Story, head to Wispermill and exit the town, where you will see a NPC right there. Note that you will need either Alfyn or Cyrus for a quick step, so make sure one of them is in your active party. It seems some monster or something is nearby, scaring the farmer's sheep, so he wishes someone will take care of it for him. Follow the trail down and around, until you spot another NPC, a Trembling Merchant. Inquire/Scrutinize this NPC to get the **Where the Direwolf Prowls** info; inspect it in your inventory to see that the wolf has been spotted in the Forest of Purgation.



Note: If you used Cyrus or Alfyn to just get the information from the NPC, you can return to town to replace them with your regular character.

Note that the upcoming boss is purely physical, so make sure you stack physical defense on your characters. If you don't remember where the Forest of Purgation is located, it's on the western side of the Western Wispermill Flats; there's a slightly hidden path to the left of the signpost there. Once inside, you won't have to go too far to get to where this direwolf is located, as it's pretty much north of the entrance. Check out everything for your equipment, save your game, then step into the small clearing to initiate the boss fight.

This fight is definitely one of the toughest in the game, since Managarmr is very strong and some of its skills make the fight go a lot longer than needed. Managarmr starts out with two actions per turn, gaining a third whenever it drops to 50% HP. It starts out with six shields, then gains an additional three shields after recovering from a break, up to a maximum of twelve. Thankfully, the Managarmr doesn't change its weaknesses at all, which are **spears, axes, thunder and dark**. However, it can block out its weaknesses whenever it summons Direwolves.

The boss can summon these Direwolves three times throughout the entire fight, with the first one being a single Direwolf. On subsequent summons, it will summon two and then three Direwolves, all of which are the same. They will have five shields and are weak to **swords, daggers and staves**, plus they have around 30,000 HP. When it summons a single Direwolf, the boss will have two of its weaknesses blocked. Two Direwolves block three weaknesses and three Direwolves will block all four. Because of the boss' damage output, combined with the Direwolves, it's imperative that you get rid of them as soon as possible.



This battle is very tough, as the enemies do a lot of damage (left); so Saving Grace is extremely useful here (right)

Of course, things are a little difficult in breaking them, as their weaknesses don't make it easy to do just that. However, having a Warmaster with a lot of strong weapons and high strength will help in taking them out quickly, since Winnehild's Battle Cry is one of the better moves. In fact, a fully boosted Battle Cry with BP Eater and high enough strength should be able to take out the Direwolves with no problem (average of 5-6k per hit). Doing this when there are two and three Direwolves will help tremendously, even if they aren't broken. Triple Slash and Rend are the only moves they have that hit all characters, although Bite does do quite a bit of damage.

With the Direwolves out of the way, it's time to concentrate on Managarmr. It doesn't have a lot of moves, but the ones it has hurt a lot. Savage Fang will likely deal around 1500+ damage to a single character, plus it has a chance to inflict Terror. Savage Claw will hit the entire party for major damage (upwards of 2,000 damage), plus it will lower your physical attack. Bestial Growl will raise the physical attack of all enemies, which is something you never want in this battle, so make sure you at least cancel that out with Shackle Foe. Lastly, Lunar Howl will damage your entire party for medium damage, but the big kicker for this is that it removes **all** of your buffs that aren't a part of your equipment.

Naturally, with as much physical power that Managarmr has, you want to try and have Shackle Foe on it as much as possible. Sure, it can cancel it with Bestial Growl, but the more you have it on the boss, the better. Likewise, you want to buff your own physical defense with Hired Help's Mercenaries, even though the boss can remove it. At this point, you should also have access to all four advanced classes, with the Sorcerer, Runelord and Warmaster being extremely helpful. Although the Sorcerer isn't viable against the Direwolves, it can be helpful against the boss, since it has two elemental weaknesses.

Likewise, putting a Thunder or Dark Rune on your characters will be a good idea to help whittle down the boss' shields. If you have the Double Tomahawk axe equipped, then you can get a lot of hits on the boss' shields with that, since it hits twice with each normal attack. Even better, boosting your normal attack with that will even double it, so a fully boosted Double Tomahawk hits eight times. A weakness to spears means you can also use the Warrior's Thousand Spears skill for breaking shields. One other thing you can do is have Runelord on Tressa, then combine Transfer Rune with Sidestep, since everything is physical, provided the boss doesn't get too happy with Lunar Howl.



You will need the Direwolf Fang drop to finish this quest

When you manage to defeat Managarmr, it will drop a **Direwolf Fang**. Bring this item back to the questgiver to finish the Side Story.

The Gravekeeper's Grief

When	Where	Reward
Chapter 2-3	Noblecourt	4,500 Leaves, Gravekeeper's Mark

In the graveyard area of East Noblecourt is a gravekeeper who's having trouble keeping a troublemaker away from the place, since his age doesn't allow him to be as spry as he used to be. In the western side of Noblecourt, in the southeastern corner, is a NPC named Accomplished Graybeard, who has an item that will help the gravekeeper. Steal/Purchase the **Codger-friendly Bow** from the Graybeard and bring it back to the gravekeeper to finish the quest.

There is an alternate solution for this Side Story, should you want to head in that direction. In Western Noblecourt Flats, there is an NPC by a tent named Impresario. You don't want him, but if you go south from that NPC, you will run into another one named Awkward Boy. Using either H'aanit or Olberic, Challenge/Provoke the boy and upon defeating him in the duel (only a strength of three, so easy enough; weak to spears), the quest will be over. Note that if you go this second route, you can head back to the gravekeeper and speak with him for a quick, extra scene.

The Price of Vengeance

When	Where	Reward
Chapter 2	Noblecourt	6,500 Leaves, Veteran's Helm

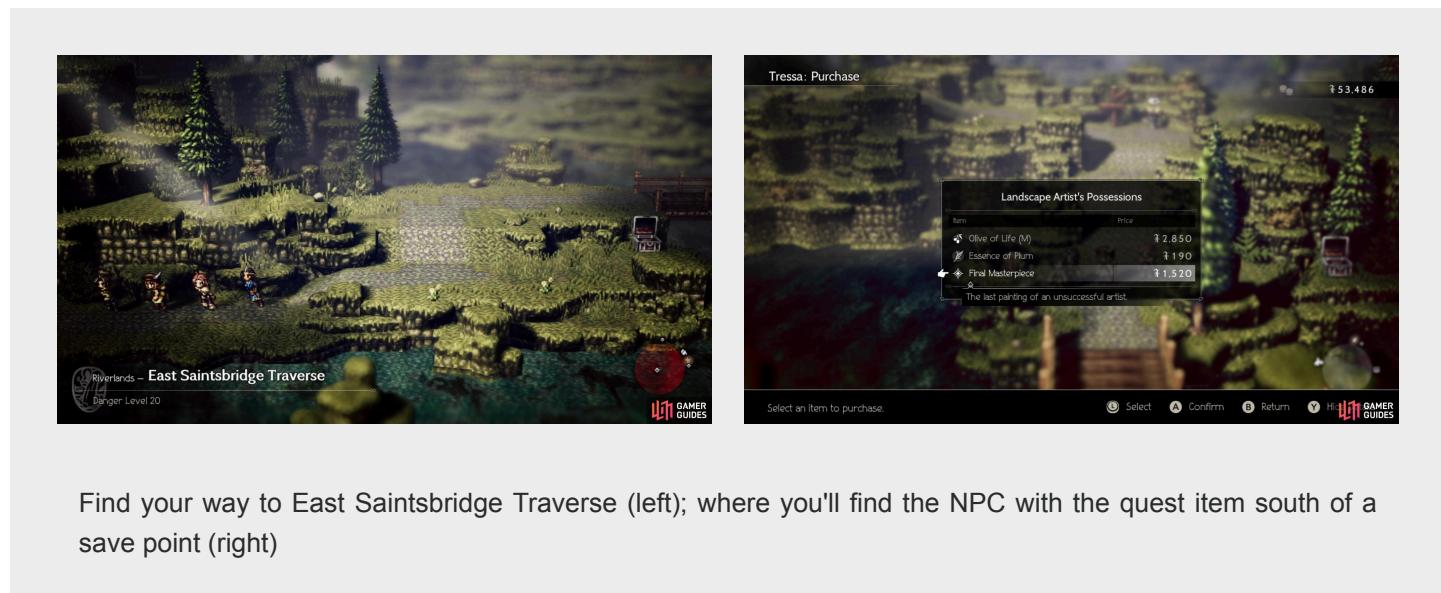
You can get this Side Story as soon as you arrive in Noblecourt, but it's highly likely you won't finish it until you reach Chapter 4, as you'll need to visit one of the Chapter 4 towns. The questgiver is in Eastern Noblecourt, in front of the tavern, and was once the head of a group of mercenaries, but was betrayed by three of his own men. He wants revenge, so you will need to hunt down these three men and Challenge/Provoke them. The first one is in Atlasdam, to the right of the tavern (Crest-bearing Drunk; strength of six); you'll receive a **Mercenary Crest** as a spoil.

The second person is in Goldshore, on the beach in the southern area of town (Crest-bearing Ruffian; strength of six); as before, you'll get a second **Mercenary Crest**. The third, and final, man is in Duskbarrow, just left of the inn (Crest-bearing Swindler; strength of six). Once you have acquired all three crests, return them to the questgiver to finish.

The Prodigious Painting

When	Where	Reward
Finish Cyrus' Chapter 1	Palace in Atlasdam	13,000 Leaves

You will find the questgiver for this inside of the palace in Atlasdam, which is the area north of the one with the library. Depending on when you first get this Side Story, you might want to wait to attempt to finish it. Before even thinking of completing it, though, you will need either Tressa or Therion (Tressa is recommended). Waiting until you're towards the end of Chapter 1 or the beginning the Chapter 2 is ideal, since you will need to traverse a Danger Level 20 area to get to the necessary NPC.



Find your way to East Saintsbridge Traverse (left); where you'll find the NPC with the quest item south of a save point (right)

The specific NPC you are looking for is found in East Saintsbridge Traverse, which is close to Clearbrook. Fast travel to the town and exit to West Clearbrook Traverse, then start heading south to get to South Clearbrook Traverse. Here, you want to go east to a fork, then south to another fork, where you will be going west to eventually get to East Saintsbridge Traverse. In this area, head south to a crossroad, then south to find the target NPC on a bridge. You can either Steal or Purchase the **Final Masterpiece** from him, but it's probably just easier to Purchase it. Bring the painting back to the NPC in Atlasdam to finish the Side Story.

Theracio's Tutelage (I)

When	Where	Reward
After completing Cyrus' Chapter 1	Atlasdam	1,500 Leaves, Invigorating Nut

In the southeast corner of the town portion of Atlasdam is Theracio, who is being harassed by a moneylender. Make sure either H'aanit or Olberic are in your active party, as you will need use of their Path Action. The moneylender is literally standing right next to Theracio, so Challenge/Provoke him. He has a strength of four, so doing this still in Chapter 1 might prove a little challenging. Waiting until you get some better equipment in Chapter 2, as well as a secondary job class, might make it a lot easier. Once you defeat the moneylender, you will complete the quest.

Theracio's Tutelage (II)

When	Where	Reward
Chapter 2-3	Noblecourt	6,600 Leaves, Invigorating Nut (M)

Must have completed [Theracio's Tutelage \(I\)](#) before this can be gotten. With his debt cleared, Theracio is on a journey to help teach people, with his first stop being Noblecourt. There are a bunch of kids eager to learn, but Theracio is missing the materials needed to pass on his knowledge. The NPC needed for this quest, the Junk Collector, can be a bit hard to notice, as the surroundings make him hard to spot unless you're looking closely. In East Noblecourt, north of the tavern, is a huge mansion. In the courtyard in front of it, if you glance on the western side, close to the building, you should spy a NPC. This is the Junk Collector and all you have to do to complete this quest is Steal/Purchase the **Tools of Learning** from him, then bring them back to Theracio.

Theracio's Tutelage (III)

When	Where	Reward
Chapter 4	Wispermill	11,000 Leaves, Teacher's Hat, Invigorating Nut (L)

Theracio's journey to continue teaching has brought himself to Wispermill, but he seems to be having some troubles. The kids he is trying to teach aren't really responding to him, so he asks you for some help. This Side Story requires the use of either Primrose or Ophilia, so put one of them into your active party. Once you do, travel to Clearbrook and look for Professor Bastete, who should be to the right of the save point that's south of the graveyard. Allure/Guide her into following you, then speak with Theracio back in Wispermill to finish up this short quest.

Tilting at Windmills

When	Where	Reward
After completing Ophilia's Chapter 4	Wispermill	22,000 Leaves

You need to finish [Ophilia's Fourth Chapter](#) for this Side Story to be unlocked. The Side Story can be found in Wispermill, from the Slender Farmer on the eastern half of the town. It seems like someone is raising the price to use the windmills again, so something needs to be done. There are two solutions for this sidequest, with the first one having you travel to Atlasdam. You're seeking out Dan, a NPC in front of the weapon shop. Using Primrose or Ophilia, Guide/Allure Dan back to the questgiver to finish.



Knock some sense into Bryan at Sunshade to finish this Side Story in one way

For the other solution, head to Sunshade and enter the tavern there. There is a man named Bryan on the left side; he's the one dressed all fancy in front. You will need to Challenge/Provoke Bryan and win the duel, which should be extremely easy, as he only has a strength of four. Once you defeat him, the quest will end.

Zeph and Mercedes (II)

When	Where	Reward
After completing Zeph and Mercedes (I)	Atlasdam	11,000 Leaves, Memorial Axe

Requires completion of [Zeph and Mercedes \(I\)](#) to unlock. After reading a letter from Zeph, you learn that Mercedes also wrote a letter to Zeph. Steal/Purchase the **Letter from Mercedes** off of her person, then bring it to Zeph to finish this two-part Side Story.

Arianna Again (I)

When	Where	Reward
After completing H'aanit's and Primrose's Chapter 4	Stillsnow	--

Requires completion of [H'aanit's Fourth Chapter](#) and [Primrose's Fourth Chapter](#) to unlock. This is another Side Story that is split into two parts, with both taking place in Stillsnow. Arianna can be found just to the right of the save point, near the entrance to Stillsnow. With her former job no longer there, Arianna is searching for a place where she can "feel warm" again. To complete this quest, you will need to use either Guide or Allure on Arianna, then bring her to Natalia in Stonegard. She can be found standing outside of her house in the Stonegard Valleys area of town, next to the shops. Speak to Natalia with Arianna in tow to finish the quest.

Arianna Again (II)

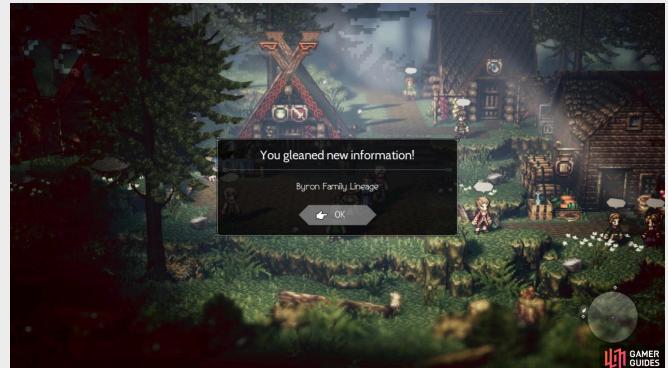
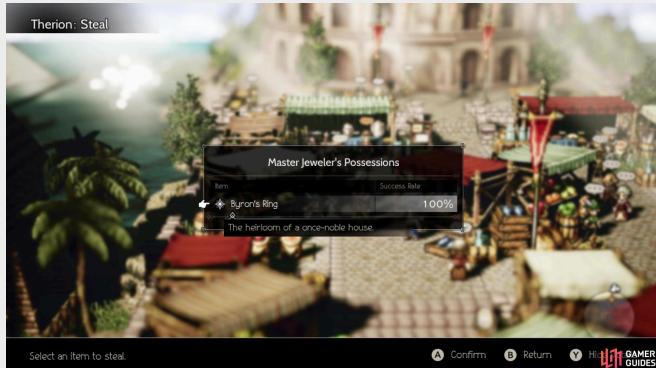
When	Where	Reward
After completing Arianna Again (I)	Stillsnow	11,000 Leaves, Adamantine Dagger

Requires completion of [Arianna Again \(I\)](#) to unlock. Once you've guided Arianna to Natalia, you will need to do the same with a certain coachman. Oren can also be found in Stillsnow, in front of the snowmen that is to the right of the tavern. Use Guide or Allure on him, then speak with Natalia in Stonegard with Oren following to finish the second part of this quest.

Heirloom of a High House

When	Where	Reward
Chapter 4	Northreach	9,000 Leaves, Sharp Nut (L)

Byron belongs to a distinguished family that has gone through a lot of tough times, with the family pretty much being at a low right now. However, Byron is looking to gain back something about his noble family, since he even had to sell his ring. There are two different solutions for this Side Story, with the first option requiring a visit to Grandport. In the Markets area, there is a Master Jeweler on the left side of the main section, who has **Byron's Ring** on him. Purchase/Steal this ring, then bring it back to Byron in Northreach to finish.



Get Byron's Ring from a jeweler in Grandport (left); or learn the **Byron Family Lineage** info from a historian in S'warkii (right)

For the alternate solution for this sidequest, you will want to fast travel to S'warkii. In this town is a NPC called Highbrow Historian, who is located straight south from the entrance, along the southern edge. He is wearing green and if you Inquire/Scrutinize this NPC to get the **Byron Family Lineage** piece of information. Bring this info back to Byron in Northreach to complete the quest.

Here Be Dragons

When	Where	Reward
Chapter 4	Northreach	11,000 Leaves, Dragon's Scarf

There is a Traveling Author in Northreach that is researching dragons and he needs your help in tracking down some info in some specific regions. You will need to go to three specific towns and use Inquire/Scrutinize on three NPCs to get this information. First up is Stillsnow, where you'll want the Veteran Mercenary. This NPC is to the right of the tavern, along the southern edge. You'll get the **Dragon of the Frostlands** info.

The second place you'll be visiting is Orewell. On the left side of town, there is a woman blocking the door to a house. To the right of this woman is an NPC named Affable Merchant. He will give you the **Dragon of the Cliftlands** info. The final dragon info will come from Cobbleston. The Cheerful Storyteller is who you'll want here, who is next to the house in the southwesr corner of the village. He'll give you the **Dragon of the Highlands** info. Once you have all three pieces, return to the Author in Northreach to finish.

Let There Be Warmth

When	Where	Reward
Chapter 2-3	Stillsnow	4,800 Leaves, Nourishing Nut, Sharp Nut

Inside of the tavern in Stillsnow is an Ingenious Inventor, who is working on a portable heat source. However, he is missing a few key components to make a functional prototype, particularly some coal, flax and a handy metal container. Luckily for you, all three items can be gotten from NPCs in Stillsnow by using Purchase or Steal. Head to the entrance of the village and the villager there will have **Adequate Flax**. There is a NPC hiding behind a snowman in the southern half of the town, so hunt him down to find a **Portable Pot**. For the coal, head to the northwestern exit, where you'll find a NPC with some **Satisfactory Coal**. Bring all three items back to the inventor to finish.

Lianna and Eliza

When	Where	Reward
After completing Ophilia's and H'aanit's Chapter 4	Flamesgrace	11,000 Leaves, Bishop's Staff

Requires completion of Ophilia's Fourth Chapter and H'aanit's Fourth Chapter to unlock. To begin this Side Story, head to the cathedral in Flamesgrace to find Lianna in the side room on the left. She has a nice staff on her called the **Bishop's Staff**, so snatch it before speaking with her to start the sidequest. She is worried that the people of Wispermill haven't fully recovered after the incident, so she decides to head there and try to atone for her sin. Head there to find both her and Eliza not too far to the left of the windmill. They wish to investigate the altar that was used in Ophilia's story, but someone is preventing them from doing such a thing.



Note: You will need either Olberic or H'aanit to complete this Side Story, so make sure one of them is in your active party before leaving. You will want them to be fairly powerful, too.



Thousand Spears is a great move to break down the Leader's shields (left); Having some elemental defense will help in mitigating the Leader's spells (right)

Talk to Eliza once you regain control to hear mention of a den located deep in the Forest of Purgation, which is where you will be heading. The Forest of Purgation is a Danger Level 58 dungeon located in Western Wispermill Flats. To get there, go all the way to the western entrance of Western Wispermill Flats, where there is a signpost. West of this signpost will be the entrance to the Forest of Purgation. Your goal is to head deep into the forest, all the way west, to some kind of altar, where a NPC named Remnant Leader will be located. Challenge/Provoke the Remnant Leader into a fight. With a strength of eight and access to a lot of elemental spells, this fight could be a little challenging. However, being weak to spears, you can use the Warrior's Thousand Spears skill to easily break him. Defeat the leader and the quest will be complete.

Ogen's Epilogue

When	Where	Reward
After completing Alfyn's Chapter 4	Northreach	9,000 Leaves, Double Tomahawk

You need to finish [Alfyn's Fourth Chapter](#) to unlock this. Travel to Northreach, in the Frostlands, where you'll find Ogen near the weapon shop. After initially speaking to him, head into the northern area to find him at his wife's grave. He mentions that he wanted to bring some of his wife's favorite flowers to her grave, but they don't grow here anymore; they are called Mind-me-always. Make your way to Victors Hollow and look for the Flower Girl south of the Provisioner. Steal/Purchase the **Mind-me-always** from her, the bring it back to Ogen to complete the quest.

Setting Out

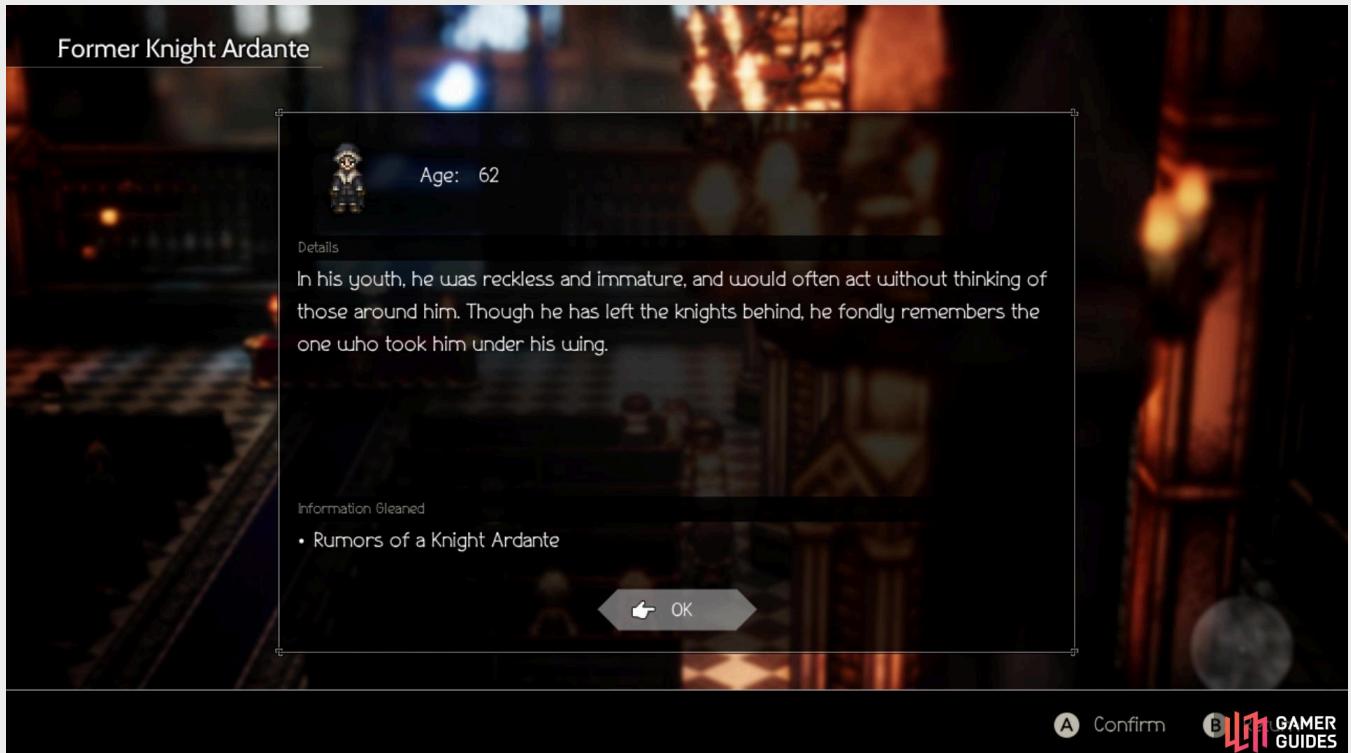
When	Where	Reward
Chapter 2-3	Stillsnow	3,300 Leaves, Alluring Ribbon

The woman in front of the tavern, in Stillsnow, is looking to leave the town to become a singer but her family's debts are preventing this from happening. You will find that this Side Story has two different solutions for it, with the first requiring either H'aanit or Olberic. Inside of the tavern is her father and upon defeating him via Challenge/Provoke (easy fight, as he has a strength of two), you will finish the quest.

The other solution involves either Primrose or Ophilia. Fast travel to Quarrycrest and look inside of the tavern for a Tavern Proprietor, who seems to be looking for some singing talent. Guide/Allure him into following you back to Stillsnow, where speaking with the questgiver with him in tow will complete the quest.

Sir Miles, Servant of the Flame (I)

When	Where	Reward
After completing Ophilia's Chapter 1	Flamesgrace	1,500 Leaves, Nourishing Nut



The man in the front pew will have the information you need

Sir Miles was recently appointed to the Knights Ardante, mentioning that his father was also one. However, his father was stripped of his title for fleeing from battle, but Miles says his father would never do that. In order to learn more about this, you will need either Cyrus or Alfyn. Go inside of the cathedral and find the man sitting in the pew with whom you can speak. Inquire/Scrutinize him to get the **Rumors of a Knight Ardante** information, then bring it back to Miles to finish.

Sir Miles, Servant of the Flame (II)

When	Where	Reward
Chapter 2-3	Stillsnow	6,600 Leaves, Nourishing Nut (M)

Requires you to complete Sir Miles, Servant of the Flame (I). On the right side of the tavern, in the town of Stillsnow, you will find Miles standing behind a torch, so speak to him to begin this Side Story. Miles wants to continue being a Knight Ardante, but feels he needs some more training to be up to snuff. Get Olberic or H'aanit into your active party and Challenge/Provoke him into combat. He has a strength of four and is weak to spears, so you shouldn't have too much trouble breaking him. Upon winning the duel, you will complete the quest.

Sir Miles, Servant of the Flame (III)

When	Where	Reward
Chapter 4	Northreach	11,000 Leaves, Ardante Attire, Nourishing Nut (L)

Requires you to complete [Sir Miles, Servant of the Flame \(II\)](#). Miles' duty has brought him to Northreach, where he has heard rumors of a sword belonging to his father being in the town. The NPC with his sword is near the northwestern exit and you'll need either Therion or Tressa to get it. Unfortunately, the **Memorial Sword** seems to have a fairly low chance to Steal it, so it's easier to just Purchase it instead. Return to Miles after obtaining the sword to finish the quest.

The Innocent Inmate

When	Where	Reward
After completing Ophilia's Chapter 1	Flamesgrace	1,500 Leaves, Tough Nut

Outside of the cathedral, in Flamesgrace, is a small building to the left, which has a prison cell inside. This Side Story begins by speaking with the prisoner being held inside the one cell. He claims his innocence and asks for your help in clearing his name. There are two solutions for this Side Story, both in the town of Flamesgrace. For the first one, head to the weapon shop to find a woman standing in front of it. Inquire/Scrutinize her for the information, **An Eyewitness Account**, then return to the man in the cell to finish.

For the other solution, you will need to head to the tavern, where you will find a Drunken Soldier at the bar. Steal/Purchase the **Dungeon Key** off of him (it's funny they let you buy the key), then return to the man in the cell to let him out, finishing the quest.

The Slumbering Giant

When	Where	Reward
After completing Ophilia's Chapter 1	Flamesgrace	4,500 Leaves, Calamity Spear

While you can begin this Side Story after completing the first chapter of Ophilia's story, it's best to wait until a little later, as you will have to venture inside of a Danger Level 25 dungeon. Begin by speaking with the Diligent Student inside of the tavern, who believes that the jotunn is real. Next, you'll need to Inquire/Scrutinize the Muttering Codger for the **Where the Ice Giant Sleeps** information; he's at the base of the hill that was used during Ophilia's first chapter. Once you do this, you will need to journey to Hoarfrost Grotto, which is located in Western Flamesgrace Wilds. If you've already uncovered this, it seems like going there from S'warkii might be shorter, so just follow the trail, going east in North S'warkii Trail to Western Flamesgrace Wilds and finding the cave just northeast of the save point. Step into the opening north of the save point and you'll come face to face with the Jotunn.

Depending on when you come here, this boss could prove a little challenge or it might be quite easy. At the beginning of the battle, the Jotunn is alone and only has four shields. On its first turn, it will summon two Snow Elementals, which are different from the elementals you have seen inside of the Grotto. They are weak to daggers, staves, fire and light, only have four shields and around 8,000 HP. They can use Icicle to target a single character, as well as Icewind to hit your party with an ice-elemental spell.



Hoarfrost Grotto's entrance (left); Absolute Zero reduces everyone's HP to one (right)

As for the Jotunn, it can use Freeze to target a single party member and Big Freeze to hit them all. The Jotunn is weak to swords, axes, fire and lightning, and upon breaking it, the boss will recover and gain two additional shields. It can only do this twice, so the most shields it will ever have at once is 8. Once the boss reaches half health, it will signify its ultimate move with the message that a chill is in the air (followed by the familiar dark aura). It will use Absolute Zero on its next turn, which will reduce everyone's HP to 1. You want to make sure that you either have someone who can heal (even with a Healing Grape Bunch) or you can break it before the Jotunn manages to perform the skill.

At this point, the Jotunn shouldn't give you much trouble at all and will go down with ease. For winning the battle, you will receive the **Jotunn Horn**, which is a key item. Return to Flamesgrace and hand over the horn to the Diligent Student to finish the quest.

A Royal Secret

When	Where	Reward
Chapter 2-3	Stonegard	5,000 Leaves, Royal Crest

In the northern part of Stonegard is an Inquiring Youth in front of the fountain, who is research the Ventus Dynasty. He is studying the reason as to why the third king stopped drawing and painting. This Side Story will bring you to a nearby dungeon, but you will need to have Alfyn or Cyrus in your active party, so make sure one of them is before setting out. Exit Stonegard and make your way to North Stonegard Pass, then to West Stonegard Pass. It is here that you will find the Tomb of Kings, a Danger Level 25 dungeon, in the southern area. Locate the NPC inside, called the Nameless Gravekeeper, and Inquire/Scrutinize him for the **Gravekeeper's Information**. Bring this info back to the youth in Stonegard to finish.

There is another solution for this Side Story, which requires the use of either Primrose or Ophilia. In the Stonegard Valleys section of town, there is a NPC named Patrician Youth standing next to the church. Use Guide/Allure on that NPC, then return to the Inquiring Youth with the NPC in tow, to finish the quest.

Fertile Fields

When	Where	Reward
After completing Olberic's Chapter 1	Cobbleston	1,500 Leaves, Inspiring Plum (M) x3

In Cobbleston, you will find a Kindly Farmer, who needs something to help with his crops; he is in the southwestern corner of the town. You will need either Therion or Tressa to complete this quest, so once you have either one, look for the Courageous Cowherd on the eastern side of the house that is north of the tavern. When you find him, Steal/Purchase the **Cow Droppings** from him and return to the farmer to finish.

Lost in Translation

When	Where	Reward
Chapter 2-3	Stonegard	6,500 Leaves, Exotic Garb

This Side Story begins in Stonegard Heights, in the northwestern house. The Bookbinder is trying to read a tome, but it's in a language he doesn't understand, as it's a fairly old language. You will need to revisit Rippletide, with either Primrose or Ophilia in your party, and seek out the Exotic Grandma. She is located on the docks in the southern side of the town, so use Allure/Guide on her, then bring the grandma back to the Bookbinder in Stonegard to finish.

Never Forget

When	Where	Reward
After completing Olberic's Chapter 1	Cobbleston	9,000 Leaves, Sharp Nut (M)

You'll find the NPC to start this Side Story by the northeastern exit in Cobbleston, who is looking for a girl named Lorie, someone who once lived in Cobbleston. There are two solutions for this quest, with both of them requiring you to travel to Noblecourt, a town used in Chapter 2 and 3 stories. The first solution requires you to Allure/Guide the Melancholy Youth to Noblecourt, so if you choose that option, make sure you do that before leaving for Noblecourt. If you've never been there before, Noblecourt is north of Atlasdam, so go to North Atlasdam Flats, then Western Noblecourt Flats and head east to find the town. Once you arrive, look for the area in town with the gravestones. Examine the one with Lorie's name on it to finish.

For the other option, you don't need to bring the youth with you, but you still need to visit Noblecourt. Look for the NPC with blue clothing not too far from the entrance, named Affable Antiquarian. You need either Therion or Tressa to Steal/Purchase **Lorie's Diary** from him. Once you have it, bring it back to the youth in Cobbleston to finish the quest.

Noelle, Seeker of Knowledge (I)

When	Where	Reward
After completing Olberic's Chapter 1	Cobbleston	4,800 Leaves, Tough Nut



The Untouched Sanctum's entrance (left); The plinth is located right next to the purple chest (right)

In the northwestern corner of Cobbleston, you will find a woman named Noelle, who is searching for any kind of information on the legendary King Beowulf the Great. You might think you need to use Inquire/Scrutinize to get info from someone, but that's not the case here. Instead, you have to use Primrose or Ophilia to use Allure/Guide on Noelle to get her to follow you. While she is, you have to find Untouched Sanctum, a small dungeon located in North Cobbleston Pass. Note that this place has a Danger Level of 15, so you might need to wait a little bit before diving into it. Once you find the dungeon, with Noelle in tow, explore the place until you locate the plinth. Examine the plinth to finish this Side Story.

Noelle, Seeker of Knowledge (II)

When	Where	Reward
Chapter 2-3	Stonegard	6,600 Leaves, Tough Nut (M)

After finding out the Beowulf is actually real, Noelle finds herself in Stonegard to seek out more information on the king. You will need either Alfyn or Cyrus for this Side Story, so make sure one of them is in your active party. In the Stonegard Valleys section of town, look for the Wandering Minstrel NPC in the southern part. He is wearing a green shirt and is near the house with someone standing in front of it. Use Inquire/Scrutinize on the minstrel to acquire **The Fortress of Everhold** information and bring it back to Noelle to finish the quest.

Noelle, Seeker of Knowledge (III)

When	Where	Reward
Chapter 4	Everhold	11,000 Leaves, Historian's Hat, Tough Nut (L)

Must have completed Noelle, Seeker of Knowledge (II). Noelle can be found on the bridge leading to the theatre and is still looking for knowledge about Beowulf. She's come to see the ruins of the castle, but there is now a theatre in its place. You will need either Tressa or Therion to complete this quest, and you won't need to go too far to get the required item. In front of the inn is a NPC that has an item called **Timeworn Tapestry**. Since the chance to Steal it is relatively low, it's probably just easier to Purchase it with Tressa. Once you have the item, bring it back to Noelle to finish the quest.

Performance Art

When	Where	Reward
Chapter 4	Everhold	22,000 Leaves

You can find the Ardent Actor in front of the Provisioner, who will begin this Side Story. The actor's next role is that of Sokrath, a legendary knight, but they are having trouble getting into character. There are two different solutions for this quest, with the first one requiring you to visit Grandport. Head to the Markets area and look for the Creepy Antiquarian in the northwest corner of the main bazaar section. Steal/Purchase the **Sword of Sokrath**, then bring it back to the actor to finish.

For the other solution, fast travel to Atlasdam and go to the Palace Gate area. Outside of the Royal Academy, there is a NPC on the left side, kind of overlooking the main section. This is the Handsome Minstrel and you will need to Inquire/Scrutinize **The Song of Sokrath** information from him. Once you have this info, bring it back to the actor in Everhold to finish.

Russell's Repentance

When	Where	Reward
After completing Cyrus' Chapter 4	Stonegard	9,000 Leaves, Confessional Armor

Requires completion of [Cyrus' Fourth Chapter](#) to unlock. Stonegard will be your target city, where you'll find Russel in one of the small houses on the eastern side of the first area of town. Atoning for his previous actions, Russell now works with Dominic in Stonegard. They are currently researching histories of the land, but are lacking info on certain places, specifically the Woodlands, Frostlands and Cliflands. You will need either Cyrus or Alfyn for this, as you'll be using Inquire/Scrutinize on three specific NPCs.

The first NPC is in Bolderfall, north of the inn, in the little square plot of land and is an older gentleman wearing green (Cliflands Know-it-all); get the **History of the Cliflands** info from him. The second NPC is in Stillsnow, in front of the chapel in the northern half of town; get the **History of the Frostlands** info from him. The third NPC is in Duskbarrow, near the center of the village and is clad in armor; get the **History of the Woodlands** info from him. Bring all three pieces of info back to Russell to finish the quest.

Star of the Stage

When	Where	Reward
Chapter 4	Everhold	15,000 Leaves, Revitalizing Jam



You can witness Olberic's acting skills if you use him in this quest (left); which aren't good at all (right)

On the bridge leading to the theatre, there will be a man standing towards the southern end named Impresario. His star fencer has run off, which puts a damper on his show, as it's a grand fighting spectacle. To complete this quest, you simply need to Challenge/Provoke the Impresario and defeat him. With a strength of seven, the Impresario is mainly physical and will eventually perform his strongest attack, Peerless Strike, after four to five turns. He is weak to swords, so he's easy to break. Finish him off and you will complete the quest.

Up to No Good

When	Where	Reward
Chapter 2-3	Stonegard	5,000 Leaves, Guardian Amulet

The Elderly Shopowner in the southwestern corner of the Stonegard Valleys section of town, and he is being harassed by some ruffians. There are two solutions to this quest, one of which can be resolved by using Challenge or Provoke. Above the shopkeeper's house, on the level above it, there is a man named Tobias watching over things. If you happen to speak to him, you see that he is up to something. Challenge or Provoke him, then defeat him in a duel (only strength of two, so easy fight) to finish the quest.

The other method to finishing this quest involves travelling back to Sunshade and hunting down a specific person. Using Primrose or Ophilia, track down the Amnesiac Girl, who should be by the Provisioner. Allure/Guide her to get her to come back to the one ruffian in Stonegard to finish the quest.

A Corpse with No Name

When	Where	Reward
Chapter 2-3	East Saintsbridge Traverse	5,000 Leaves, Gentleman's Charm

This quest is available by visiting East Saintsbridge Traverse, where you'll find the NPC that begins this Side Story south, across a bridge and a little west from there. You know you have the right spot if you see a man standing over a dead body. There are two different ways to finish this quest, with the first requiring either Primrose or Ophilia. Head to Victors Hollow and look for the Restless Woman south of the Provisioner. Use Guide/Allure on her to make her follow, then return to the man by the body to finish.

For the other way to finish this quest, south from the body and questgiver is the entrance to an optional dungeon called Farshore. Inside of the dungeon, you will find a NPC towards the middle of it, who has an item on him you need. Using Therion of Tressa, Steal/Purchase **Hugo's Journal** from the NPC and bring it back to the questgiver, finishing the Side Story.

A Sweet Reunion

When	Where	Reward
After completing Alfyn's Chapter 1	South Clearbrook Traverse	2,000 Leaves



You may discover this old man who needs help while exploring (left); but you can't finish his Side Story without either Ophilia or Primrose's Path Action (right)

For this Side Story, you will need to go to South Clearbrook Traverse and find the marker on your map. From Clearbrook, it is east, south and finally west to the questgiver. Note that you will need either Primrose or Ophilia, the latter of whom needs to be at least level 15, in order to finish this story. The Lost Grandfather was on his way to visit his grandchild in Clearbrook and got lost. Use Ophilia or Primrose to Guide/Allure him to follow, the return to Clearbook. The grandchild is on the bridge in the center of town, so just speak to the child to finish the quest.

Daughter of the Dark God (II)

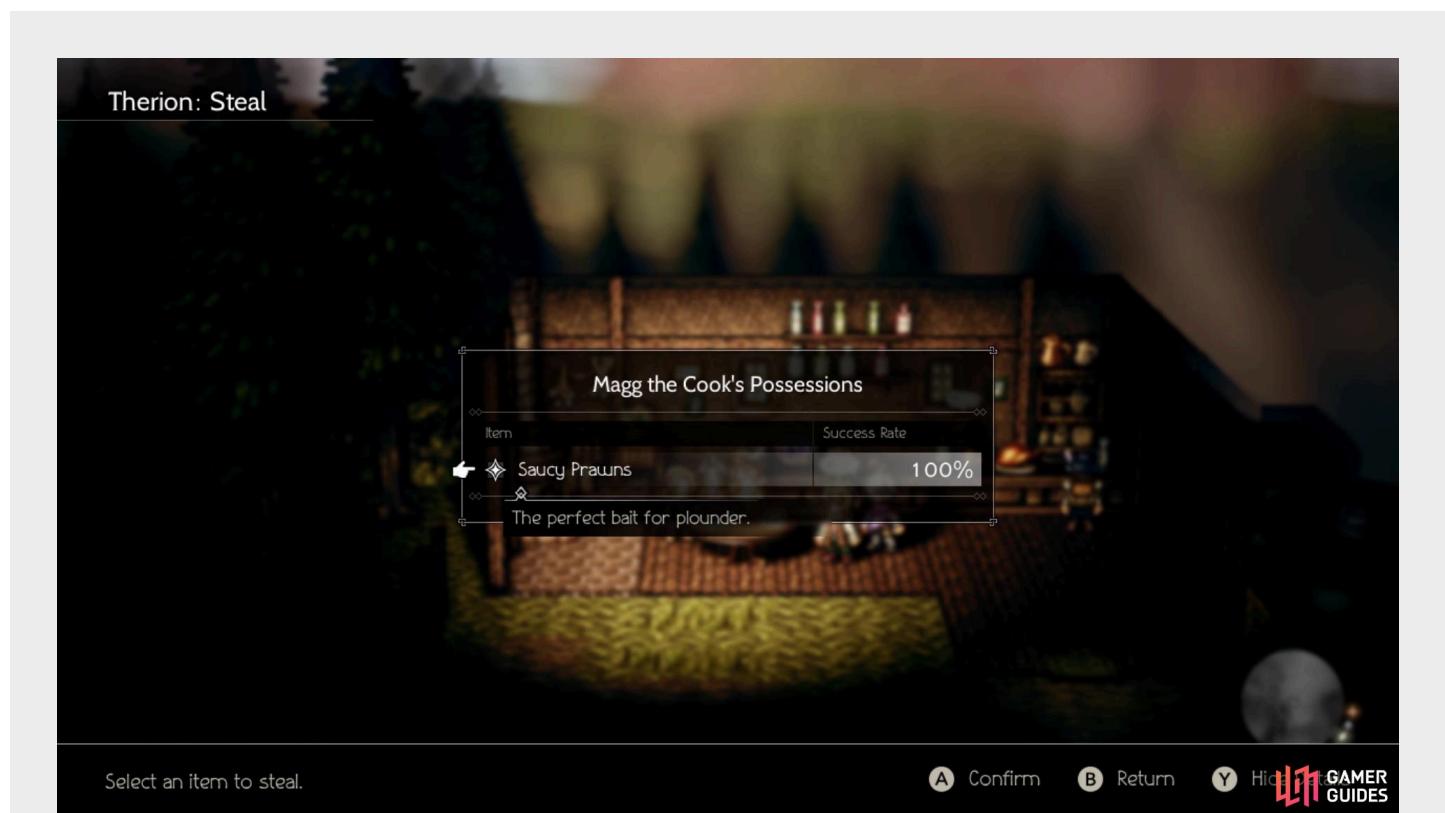
When	Where	Reward
Chapter 2-3	Saintsbridge	10,000 Leaves

You need to complete [Daughter of the Dark God (II)], located in Bolderfall, before this one becomes available. You can find Lyblac, the woman from the first quest, on a wooden bridge on the western side of the southern part of Saintsbridge. After speaking with her, she scurries off and Alphas, the man who seems enamored by Lyblac, arrives. Using Alfyn or Cyrus, Inquire/Scrutinize **Alphas's Poem** from him, then bring that info to the woman to the right of the cathedral's entrance to finish the quest.

For Want of Fish

When	Where	Reward
After completing Alfyn's Chapter 1	Clearbrook	1,500 Leaves, Mighty Belt

On the western side of Clearbrook, there is a fisherman near the river that is lamenting the fact he can't seem to catch any fish. If you head to the tavern, there are two patrons on the left side. Speak to the one on the right to find out his buddy made some very tasty dish with prawns that the plunder can't resist. Use Steal or Purchase to acquire the **Saucy Prawns**, then bring them back to the fisherman to finish the quest.



You can get the Saucy Prawns from the NPC inside of the tavern and it is but one way you can complete this Side Story

An alternate solution for this Side Story involves you bringing either H'aanit or Olberic to West Clearbrook Traverse. From the Clearbrook exit, head south across the bridge and to your west will be a Fishmonger. Provoke/Challenge him and upon defeating him, the quest will be over.

Friends Again

When	Where	Reward
After completing Ophilia's Chapter 4	Saintsbridge	Badge of Friendship

Requires the completion of [Ophilia's Fourth Chapter](#). Head to Saintsbridge and seek out Emil in the Upstream section of town, who will be in the large area in the middle. Worried about Nate, they want to help cure him of this "lovesickness." To complete this quest, return to the first section of Saintsbridge and look for the Bully not too far from the bridge connecting to the Upstream section. Steal/Purchase the **River Blossom** from the Bully, then hand it over to Nate, who's standing just north of the other two boys to complete the quest.

Hello Again, Harald

When	Where	Reward
After completing Olberic's Chapter 4	Riverford	9,000 Leaves, Harald's Sword

You have to complete [Olberic's Fourth Chapter](#) in order to unlock this Side Story. Travel to Riverford and you'll find Reggie on the western side of the main square. Speak to him twice to learn that Harald has been selling his precious family heirlooms to help rebuild Riverford, with Reggie mentioning that he'd like to at least keep those. The necklace, specifically mentioned, is located in Wellspring and you'll probably want a fairly strong H'aanit or Olberic. In the northern half of the town, there is a guard blocking the door to a building.

You will need to Challenge/Provoke him to get out of the way, although he has a strength of nine, so he might not be a pushover. Being weak to spears, you can use the Warrior's Thousand Spears to bring his shields down faster. Defeat the guard, then head inside to find three merchants. The one along the northern wall has a **Memorial Necklace** on him, so Steal/Purchase it, then bring it back to Reggie in Riverford to finish the quest.

Meryl, Lost then Found (i)

When	Where	Reward
After completing Alfyn's Chapter 1	Clearbrook	1,500 Leaves, Resistant Nut

You can begin this Side Story by speaking with Meryl, who is found in the graveyard, on top of the hill in Clearbrook. She found a bottle that mentioned she is adopted, confusing her greatly, but she is having trouble bringing this up to her parents. You can find Meryl's father right outside of the tavern in town, so walk up to him and use either Inquire or Scrutinize to glean some info, **Meryl's Past**. Bring this information back to Meryl to complete the quest.

Meryl, Lost then Found (II)

When	Where	Reward
Chapter 2-3	Saintsbridge	6,600 Leaves, Resistant Nut (M)



Olberic has an easier time in this duel (left); since he can use axes (with a secondary job) to strike a weakness and break the NPC (right)

Meryl's search for her real parents has brought her to Saintsbridge, where you'll find her being harassed in front of the Provisioner. You need either H'aanit or Olberic to complete this quest, as you'll need to Provoke/Challenge the Erstwhile Sellsword harassing Meryl. H'aanit will have a harder time with this duel, as the Sellsword isn't weak to Linde, so you'll need other monsters to summon, particularly anything with axe or bow attacks. The Sellsword has a strength of five, so keep an eye on your health at all times, healing when necessary. Once you defeat the Sellsword, you will finish the quest.

Meryl, Lost then Found (III)

When	Where	Reward
Chapter 4	Riverford	11,000 Leaves, High House's Armor, Resistant Nut (L)

Requires completion of [Meryl, Lost then Found \(II\)](#). Meryl can be found in Lower Riverford, the eastern section of the town, down the stairs and by the river. The letter she found came down the river, which explains her presence in a town called Riverford. To do this quest, you will need either Primrose or Ophilia, so get one of them in your active party. Once you do, Guide/Allure Meryl into following you, then enter the house directly north of her to find a woman in bed. This turns out to be her real mother, so speak with her with Meryl behind you to finish the quest.

The Adventuring Life

When	Where	Reward
Chapter 4	Riverford	11,000 Leaves, Critical Nut (L)

There is a Servant in front of the tavern in Riverford, who talks about her lord, Sir Cervantes, going out on an adventure. She is worried about her master and wishes for someone to accompany him. There are two solutions to this Side Story, with both of them involving Cervantes, who happens to be in South Orewell Pass. Before heading there, the first solution requires you to use Guide/Allure on someone in Atlasdam. The Enthusiastic Youth is located in the Palace Gate area, in front of the library.

Once you have him, it's time to hunt down this mysterious knight in South Orewell Pass, so teleport to Orewell and exit the town. Luckily, the NPC located near the entrance to Dragonsong Fane is Cervantes, so speak with him with the youth in tow to finish. Now that you know where Cervantes is located, the other solution involves using Challenge/Provoke on him. Luckily, for being a chosen one, the Mysterious Knight is a real pushover, with only a strength of three. Finish him off to finish the quest.

The Hidden Hoard

When	Where	Reward
Chapter 4	Riverford	15,000 Leaves, Revitalizing Jam

On the right side of the square in the main section of Riverford, you will find a man with a passion for treasure hunting, who is looking for the lost loot of the former House Landar. There are two options that you can do to complete this quest, with the first solution being in Atlasdam. As soon as you enter the town, go south, down the stairs and find the Erstwhile Retainer. Steal/Purchase the **House Landar Records** from the gentleman, then return them to the questgiver to finish.

For the other solution, you require the Path Action of either Alfyn or Cyrus. Travel to Stonegard and look for the Erstwhile Bodyguard, who is on the right side of the fountain in the Heights section of town. Inquire/Scrutinize **The Fall of House Landar** from him, then return to the questgiver to finish.

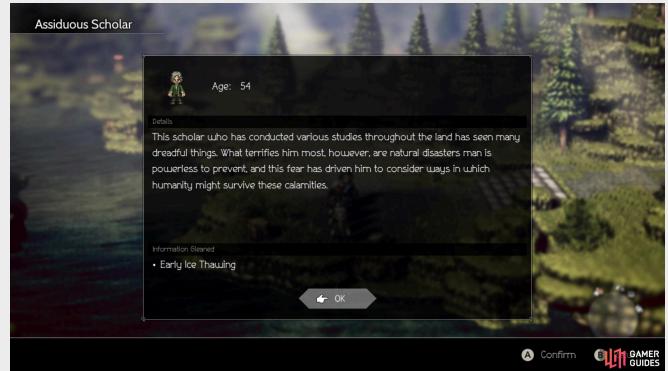
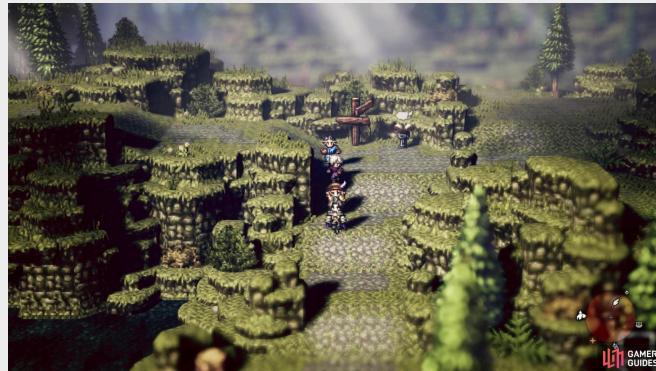
The Pilgrims' Plight

When	Where	Reward
Chapter 2-3	Saintsbridge	6,600 Leaves, Refreshing Jam

Inside of the cathedral in Saintsbridge, you will find a cleric who needs some help. It seems some ruffian has been extorting coin from travelers on their way to Saintsbridge. Said ruffian can be found right outside of the city, in East Saintsbridge Traverse. Using Olberic or H'aanit, defeat the ruffian in a duel, who has a strength of four (so shouldn't be too difficult) and you will complete the quest.

The Worrywort

When	Where	Reward
Chapter 2-3	Saintsbridge	6,600 Leaves, Invigorating Nut, Resistant Nut



Head south of the save point in East Saintsbridge Traverse (left); to eventually find the NPC with the info you need (right)

The NPC for this Side Story can be found in the southern section of Saintsbridge, on the bridge towards the western side. He is worried that the water level is rising and it might never stop. To complete this, you will need either Alfyn or Cyrus. Exit Saintsbridge, to East Saintsbridge Traverse, and travel to the save point. From there, head south until you see a man standing by the river. Use Alfyn or Cyrus to Inquire/Scrutinize the Assiduous Scholar and obtain the **Early Ice Thawing** information, then return to the worried man to finish the quest.

Zeph and Mercedes (I)

When	Where	Reward
After completing Cyrus' and Alfyn's Chapter 4	Clearbrook	--

Requires completion of [Cyrus' Fourth Chapter](#) and [Alfyn's Fourth Chapter](#) to unlock. This Side Story is a two-parter, with the first one starting in Clearbrook. Speak to Zeph's little sister, Nina, inside of their house. It appears that Zeph likes someone from his childhood and can't concentrate on making medicine, as his thoughts are filled with this Mercedes lady. He has written a letter for her, but hasn't sent it, so take it off of his hands using Purchase or Steal ([Letter from Zeph](#)). The only clue you have is that she likes books. Fast travel to Atlasdam and head to the library, where you'll find Mercedes behind the desk. Deliver the letter to her to finish this first part.

Back with Bale

When	Where	Reward
After completing Ophilia's and Olberic's Chapter 4	Wellspring	9,000 Leaves, Captain's Badge

Requires completion of [Ophilia's Fourth Chapter](#) and [Olberic's Fourth Chapter](#). Fast travel to Wellspring and enter the house by the western exit, which is where you will find Bale to start this Side Story. Speak with him a second time to learn that he hasn't heard from Bishop Donovan in a while (and to actually start the sidequest). If you don't remember where Donovan was located, he can be found in Goldshore, inside of the cathedral there. Inquire/Scrutinize **Donovan's Condition** from him, then bring that info back to Bale to finish.

Her Time to Shine

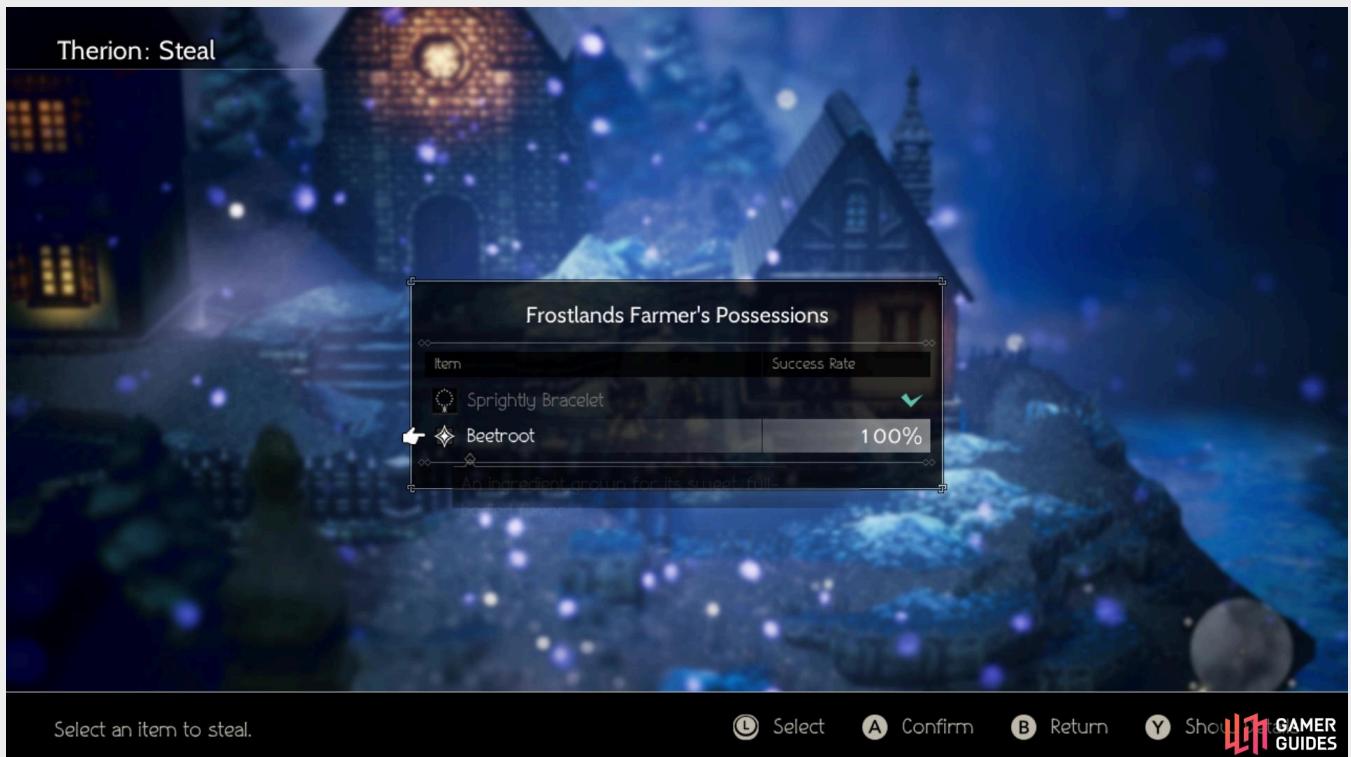
When	Where	Reward
After completing Primrose's Chapter 1	Sunshade	1,500 Leaves, Wind Amulet

This Side Story begins in the dancers' quarters to the right of the main entrance to the town. There are two different ways to complete this quest, which is to help the dancer fulfill her final dance. The first option will require either Therion or Tressa. In the northwest corner of the town, you can find a NPC named Star Dancer. Use Steal/Purchase to get the **Diva's Dress** from her, then bring it back to the questgiver to finish.

The other method involves having to use either Primrose or Ophilia. You will actually need to use Allure/Guide on the questgiver and bring her to the small child just outside of the dancer's quarters (sickly child). Upon doing this, the quest will be complete. Note that while the outcome will be different, you will still get the same reward no matter which option you choose.

In Search of Sweets

When	Where	Reward
Chapter 2-3	Wellspring	4,500 Leaves, Gourmet's Charm



The NPC with the Beetroot is found in the northeast corner of Stillsnow

In Wellspring, you will find the NPC for this Side Story in front of the stall in the southern half of town. The local cuisine is leaving the questgiver a little bored, as he wants something sweeter. To finish this Side Story, you will need to travel to Stillsnow, in the Frostlands, and look for the Frostlands Farmer, in the northeastern corner of the town. Steal/Purchase the **Beetroot** from him, then return to the Sweet Tooth-named NPC in Wellspring to complete the quest.

In Search of the Unknown

When	Where	Reward
Chapter 4	Marsalim	11,000 Leaves, Alluring Ribbon

In the square of Marsalim, you will find an Old Aristocrat, who has seen and done a lot of things in his life. Despite this, he is yearning for something more. There are two solutions for this Side Story, although only one seems to be viable. The first solution will have you fighting Swordsman Yuri, who is standing next to the old man. He has a strength of ten, so he is definitely a challenging battle. He is capable of dealing 400+ damage with normal attacks at 750+ defense, with other skills dealing four times as much. To add on to this, Stunning Strike has a chance of inflicting Unconscious, which is a big deal.

The easier solution for this quest involves going to Grandport. Once you arrive, look for the Passionate Peddler in front of the Provisioner, who has something called the **Tales from a Faraway Land** on his person. Using either Tressa or Therion, Steal/Purchase the item from the peddler, then bring it back to the Old Aristocrat to finish.

King Khalim's Conundrum

When	Where	Reward
After completing all Chapter 4 stories	Marsalim	30,000 Leaves



Head inside of the theatre in Everhold (left); where you'll find the Theater Manager on the right side in the first room (right)

Requires completion of all eight Chapter 4 stories to unlock. King Khalim can be found in Marsalim, in the palace. He is looking to offer up a new form of entertainment for his people, as they need to know the pleasures of life. He wants to start up a theatre, but he and his advisors know little of that business, so he's going to need some outside help. Travel to Everhold and head inside of the theatre there. On the right side of the initial room, there is a Theater Manager standing there (make sure to steal the **Empowering Necklace** before doing anything). Use Allure or Guide on him, then bring him back to King Khalim in Everhold to finish.

Ria, Born to Roam (I)

When	Where	Reward
After completing Primrose's Chapter 1	Sunshade	1,500 Leaves, Magic Nut

In the northwest corner of Sunshade, you will find a man harassing a woman, who wishes to be free from this man's advances. In order to complete this quest, you will need either Olberic or H'aanit to Challenge/Provoke the Ne'er-do-Well. He has a strength of four and depending on when you come to Sunshade, this fight can be easy or challenging. Make sure to use healing items when needed, as the man does like to use Sleepweed to put your character to sleep. Being weak to swords, both Olberic and H'aanit should have no trouble breaking him. Once you finish off the harasser, then the Side Story will be complete.

Ria, Born to Roam (II)

When	Where	Reward
Chapter 2-3	Wellspring	6,600 Leaves, Magic Nut (M)

You must complete [Ria, Born to Roam \(I\)](#) in order to gain access to this Side Story in Wellspring. Ria's journey has brought her to Wellspring, but while staying there, a thief broke into the place she was staying at and stole something very important to her. On the western side of town, there is a Traveling Merchant, who has the letter of Ria's. Using Therion or Tressa, Steal/Purchase the **Tightly Sealed Envelope** from the merchant, then bring it back to Ria to finish the quest.

Ria, Born to Roam (III)

When	Where	Reward
Chapter 4	Marsalim	11,000 Leaves, Princess's Coat, Magic Nut (L)

Requires you to complete [Ria, Born to Roam \(II\)](#). Ria's adventure has brought her to Marsalim, where you'll find her standing in front of the palace's entrance. She wishes to meet with a chieftain visiting Marsalim, but the meeting needs to be kept a secret. Thus, she wishes to find out the routine of this chieftain, which is where you come into play. Head into the palace and you'll find the Chieftain on the second floor, on the right side. Inquire/Scrutinize him to learn the **Chieftain's Schedule** information, then return to Ria to finish the quest.

Shadow Over the Sands

When	Where	Reward
Chapter 2-3	Wellspring	8,000 Leaves, Transcendent Bow of Shadows

A soldier in Wellspring says that one of their scouts reported seeing a huge serpent lately, out in the Quicksand Caves. No one believed him, so he set off for the caves. Exit the town to Northern Wellspring Sands and you should see a soldier just north of the save point. Use Inquire/Scrutinize on him to get the **The Giant Serpent's Master** information, then start making your way to the Quicksand Caves. It is located to the northeast, but you'll have to head around to the north and make a U-turn back to the south to find the entrance.

Once inside, make your way to the end, where you will see a man standing there. Make sure you are prepared, as talking with him will begin a challenging boss fight. It might be best to wait until completing Chapter 3, as this boss fight is extremely tough, plus you will most of your equipment sorted out. If you have any accessories that prevent Sleep, then equip them, as you will need them. When the battle begins, you see that you are up against two foes. The more dangerous of the two is the Giant Python, as its damage is high and its first move will be Soporific Breath, an attack that has a chance to inflict Sleep on your entire party.

It also almost has twice the HP as the Snake Charmer and should you defeat the Snake Charmer first, then the Python will grow stronger, which you don't want. Aside from Soporific Breath, the Python can also do Sweep, causing big damage to the entire party. Its normal attack is nothing to scoff at and Soporific Fang only hits a single character. The Snake Charmer's fairly strong, as evidenced by his normal attack dealing fairly high damage, but he spends a lot of turns buffing the Python. "Now is your time to shine" will grant the Python two actions on the next turn, "Go get them" will buff its physical attack, and "Keep me safe" will increase its shields and protect two of its weaknesses.



The snake can put your whole party to sleep (left); then follow up with something like Sweep to KO them with big damage (right)

From the above, you might think getting rid of the Charmer is the ideal strategy, but as previously said, it gets stronger by gaining three actions per turn, which is something you don't want. The attack that the Charmer gains from the Python being defeated first is much more manageable. Thus, the key to winning this battle lies in getting rid of the Python as quickly as possible. On your first turn, you want to whittle its shields down as close to the Break point, or even Breaking it. Once you do that, it's time to put the following plan in motion.

The Giant Python is weak to spears, axes, ice and light, while the Snake Charmer is weak to swords, bows, staves, lightning and wind. After breaking the Python, you want to start working on the Break for the Charmer. The key strategy

here is to alternate it so that while the Charmer is active, the Python is broken, and vice versa. This plan makes things a lot more manageable, especially since you should hopefully not have to deal with too many attacks from either. However, don't neglect the damage on the Python, as it has about twice as much as the Charmer and you don't want to defeat the Charmer first.

Note that the Charmer will begin using Rampage when left alone, but he only gets a single action per turn and while the damage can be high from Rampage, it's a lot easier to heal it. You can alleviate the damage done to you by buffing your physical defense with the Merchant's Hired Help skill (the Mercenaries option) and using the Thief's Shackle Foe. Upon defeating both foes, there will be some more dialog after the battle, then it will finish inside of the cave.

The Adventures of Ali

When	Where	Reward
After completing Tressa's Chapter 4	Sunshade	9,000 Leaves, Tradeswinds Spear

Requires completion of [Tressa's Fourth Chapter](#) to start. Ali, Tressa's competitive friend, can be found in Sunshade, in the middle of town. He is on his way home, but doesn't seem all too in a hurry to actually return, so he sends you on an impossible errand to stall for time. Travel to Marsalim and search out Maruf, who is in the little corner just south of the equipment shop. It's hard to see, but there are some stairs on the southern side of the main square that allows access to this little area. Use Guide/Allure on Maruf, then return to Ali in Sunshade to finish the quest.

The Bouncer

When	Where	Reward
After completing Primrose's Chapter 1	Sunshade	1,500 Leaves, Fortifying Nut



The Drunken Bouncer can definitely hit hard for Chapter 1 (left); but he sometimes wastes a turn from being too drunk to move (right)

You can find this Side Story inside of the tavern in Sunshade. The proprietor hired a bouncer, who seems to spend most of his time drinking instead of doing his work. The bouncer is right outside of the tavern, to the right, and you will need to Challenge/Provoke him for this quest. With a strength of five, this battle can be a bit of a doozy in Chapter 1, although the weakness to spears helps out a lot. Make sure you heal anytime your health dips below 650 and hope the bouncer wastes a turn by being too drunk to move. By winning the duel with the drunk bouncer, you will finish this Side Story.

The Prisoner's Plea

When	Where	Reward
Chapter 4	Marsalim	300 Leaves, Revitalizing Jam

Inside of the palace in Marsalim, you will find a prisoner on the left side of the ground floor that will give you a Side Story. Kevin, the prisoner in question, is soon to be put to death, but he has one last request for you. He wishes to know what his former love of his life is now doing. Fast travel to Grandport and head to the Markets area, where you'll find Lara on the beach on the left side. Inquire/Scrutinize her to learn the **Lara's New Life** info, then return to Kevin to finish the quest.

A Cub with No Name

When	Where	Reward
Chapter 4	Duskbarrow	7,000 Leaves, Beastly Scarf

A woman in Duskbarrow, in the southwestern corner, is afraid that the tiger cub her son brought home is going to grow up and become a menace. Looking for a way to handle this problem, you will find that there are two different solutions for this Side Story. The first one requires either Ophilia or Primrose, so put one of them in your active party. Once you have, travel to Bolderfall and look for the NPC wearing red near the inn. Guide/Allure the Beastmaster to the mother back in Duskbarrow to finish.

For the other solution, you will need either Alfyn or Cyrus in your active party. Head to S'warkii and look for the NPC straight south from the entrance, who is named the Scholar of Beasts. He is next to the stairs that lead to the southeastern portion of the village. Once you find him, Inquire/Scrutinize the fellow to get the **How to Train a Tiger** information from him, then bring that info back to the mother to finish the quest.

A Promising Venture

When	Where	Reward
Chapter 2-3	Victors Hollow	4,800 Leaves, Healing Grape (M) x3

A gambler, located near the entrance to the arena in the second area of Victors Hollow, has made a bet on some fighters and wants you to check up on them. There are two fighters you need to use Inquire/Scrutinize on, Estadas and Mont d'Or, both in the same area as the questgiver. Estadas is found south of the equipment shop, while Mont d'Or can be found in the southwest corner of the area, near the entrance to the Forest of No Return. Once you have gotten the conditions of both fighters, return to the gambler to finish the quest.

Again with Alaic

When	Where	Reward
After completing H'aanit's Chapter 4	Victors Hollow	9,000 Leaves, Primeval Bow of Storms

Requires completion of [H'aanit's Fourth Chapter](#) to unlock. Alaic can be found in Victors Hollow, not too far from the entrance to the town. Speaking to a merchant, he finds out that his goods were stolen and has vowed to get them back. This bandit is located inside of the Forest of No Return, with its entrance being in the northern area of Victors Hollow. Before heading there, you'll need to use Guide/Allure on Alaic, as he needs to be with you when you go after the bandits.



Head straight north from the beginning of the Forest of No Return (left); and you'll find the Bandit Leader in a small camp (right)

The Bandit Leader you need to defeat is found straight north from the entrance in the Forest of No Return, at a little camp. Make sure you steal the **Viper Dagger** from him before speaking, as it's a great weapon to have and there's no penalty for failing to Steal the weapon. The Bandit Leader can hurt a little bit, especially with Roundhouse Kick, but it should be a fairly easy fight at this point in the game. He is weak to **daggers, axes, lightning and light** and should go down in no time. Upon defeating the bandit, the quest will be over.

Alphas and the Impresario

When	Where	Reward
Complete all Chapter 4 Stories; In Search of Father (II) and Daughter of the Dark God (II)	West S'warkii Trail	10,000 Leaves

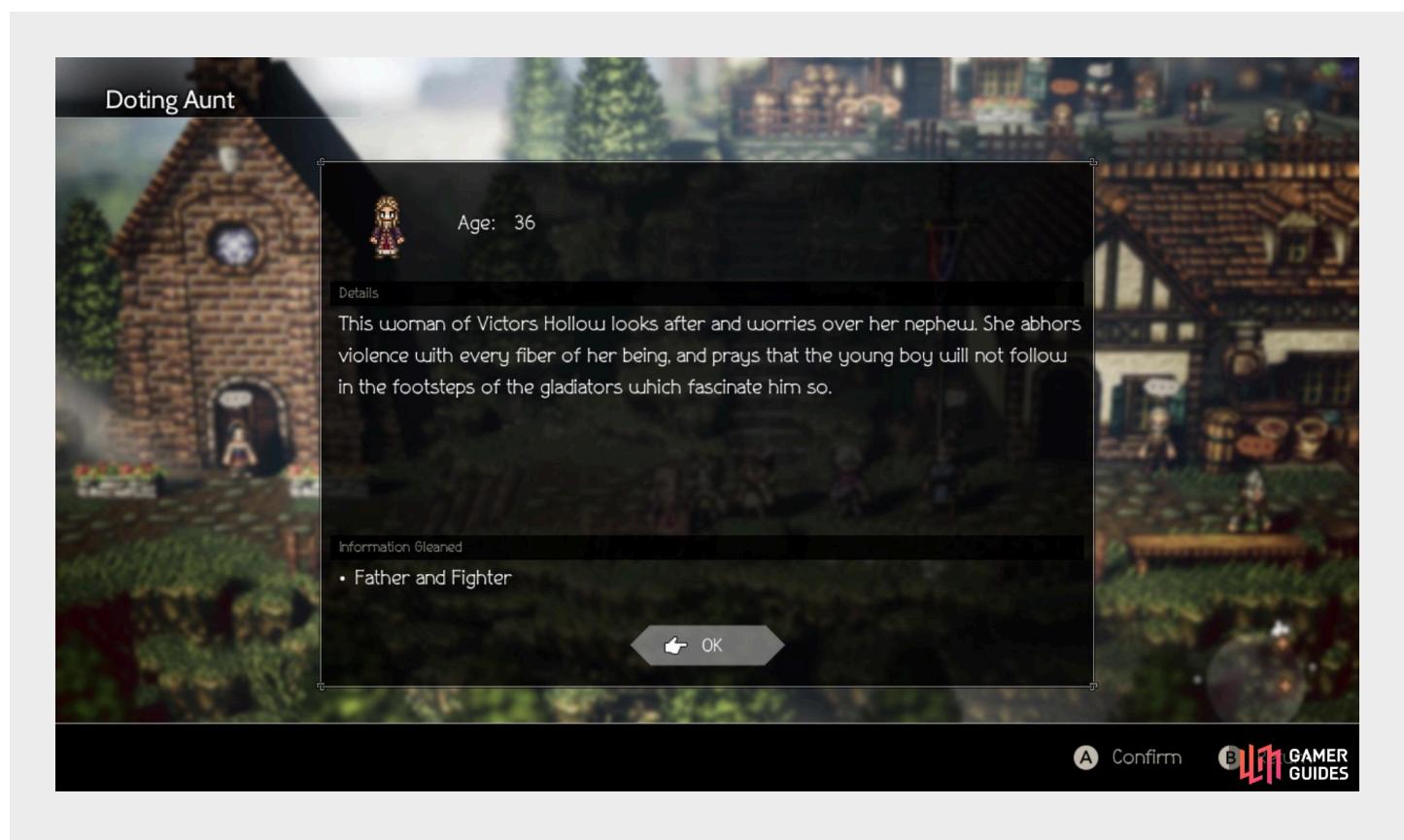
In order to make this Side Story appear, you will need to complete all eight Chapter 4 stories, as well as [In Search of Father \(II\)](#) and [Daughter of the Dark God \(II\)](#). Travel to West S'warkii Trail once you've done the above to find the Impresario from Kit's storyline. After parting with Kit, the troupe was travelling around, when they ran into a monster nearby. Unfortunately, the swordsman that came to take care of the monsters limps into view, who is none other than Alphas, saying he couldn't beat the monster. That's where you come in, so you'll have to defeat this monster blocking the way.

The monster, an Azure-eyed Tiger, is a hop, skip and jump away to your west, so approach it to start the battle. Considering this Side Story doesn't unlock until after you complete all Chapter 4s, then this "boss" will be a joke. It can buff its own attack, as well as put a character to sleep with Soporific Fang, but you might not even see all of those attacks. The tiger is weak to **swords, daggers, staves, ice and wind**, so use those to break through its measly four shields, then blast it to dust. Once you've defeated the tiger, you'll automatically return to the Impresario and Alphas, bringing this quest to an end.

Arena Aspirations

When	Where	Reward
Chapter 2-3	Victors Hollow	4,800 Leaves, Refreshing Jam

In the southern section of Victors Hollow, there is a Listless Gladiator in front of the tavern. His passion for fighting has waned, but a child admires him greatly and he wants to dissuade the child from following in his footsteps. There are two solutions to this Side Story, although one is a lot easier than the other. For the first one, you can simply defeat the Gladiator in a duel (Challenge/Provoke), although this is definitely the more challenging of the two options. The reason for this is because the Gladiator has a strength of nine, packs a punch with some physical attacks, and is only weak to elements (fire, ice, wind and darkness).



The easier solution is to just Inquire/Scrutinize the info from the Doting Aunt

Since rewards don't differ depending on the solution done with these Side Stories, it's best to go with the second option. For this one, you will need either Cyrus or Alfyn in your active party. Once you have either of them, Inquire/Scrutinize the Doting Aunt to the immediate west of the Gladiator, to obtain the **Father and Fighter** information. Share this information with the Gladiator to complete the quest.

Ashlan the Beastmaster (I)

When	Where	Reward
After completing H'aanit's Chapter 1	S'warkii	1,500 Leaves, Slippery Nut

Ashlan can be found right next to the equipment shop in S'warkii, and he wants to know more about the monster tamers, although he doesn't know who to ask. In order to complete this Side Story, you will need either Alfyn or Cyrus in your active party. Head into the tavern to your southeast and Inquire/Scrutinize the Old Storyteller inside to obtain the **Tale of the Beast Tamers** information. Bring this back to Ashlan to complete the quest.

Ashlan the Beastmaster (II)

When	Where	Reward
Chapter 2-3	Victors Hollow	6,600 Leaves, Slippery Nut (M)

Requires you to complete [Ashlan the Beastmaster \(I\)](#). Ashlan is back again and can be found in the northern section of Victors Hollow, at the top of some stairs just west of the equipment shop. He has possibly found a weapon that will help in killing the snake possessing his father, but the person who owns it won't let it go. Luckily, you won't have to go far, as the person with the weapon is right before the northern exit, in the very same area as Ashlan. Either Steal/Purchase the **Snakesbane**, then return it to Ashlan to finish the quest.

Ashlan the Beastmaster (III)

When	Where	Reward
Chapter 4	Duskbarrow	11,000 Leaves, Monster Trainer's Hat, Slippery Nut (L)

Requires you to finish [Ashlan the Beastmaster \(II\)](#). Ashlan's search for his father has brought him to Duskbarrow, where you'll find him in the northwest corner of the village. He believes his father is in some nearby ruins and needs someone to escort him there. To complete this Side Story, you will need either Primrose or Ophilia in your active party, then you have to Allure/Guide Ashlan. Once you've done that, exit the town and find Moldering Ruins, which is to the east of the save point not far from the village. Make your way to the end of the dungeon to find Ashlan's father in the final room. Simply speak to him with Ashlan in tow to finish the quest.



Head right of the save point in East Duskbarrow Trail to find the Moldering Ruins (left); Ashlan's father can be found at the end of the dungeon (right)



Tip: It's best to do this Side Story along with [Looting Grave Robber](#), as both take you to the Moldering Ruins.

At Journey's End

When	Where	Reward
Complete Alphas and the Impresario	West S'warkii Trail	100,000 Leaves, Spurning Ribbon

You will need to complete [Alphas and the Impresario](#) before having access to this Side Story. After helping the Impresario, speak to him again to learn that Kit ended up going with Lyblac to the Ruins of Hornburg. This Side Story entails you to head to the Ruins of Hornburg, which is located southeast of Everhold, and defeat the superboss within the Gate of Finis. Remember that once you venture inside the gate, you will not be able to leave or save your game, so everything must be done in one go. All information pertaining to this can be found on [The Gate of Finis](#).

Into Thin Air

When	Where	Reward
Chapter 2-3	Victors Hollow	9,000 Leaves, Deathly Blade

You could get this Side Story as soon as Chapter 2, when you first visit Victors Hollow, but it requires you to make a trek through a Danger Level 48 dungeon and fight a boss that is clearly too strong for said dungeon. When you're ready, you'll find the NPC who gives this quest south of the inn in Victors Hollow, who mentions that his daughter has gone missing. Head to the northern section of town to find the exit to the Forest of No Return in the southwest corner. Go ahead and enter the forest.

Step into the clearing and get ready for the boss, Devourer of Men. The boss will be accompanied by two Deadly Spores, who live up to their name. Their normal attack can hurt quite a bit, plus Charge hits a lot harder. Their most annoying attack is Exploding Spore, which damages the entire party and has a chance to inflict Confusion. They can also use Drink Lifeblood to deal major damage, with them being healed by the same amount. They are quite meaty, having seven shields and close to 38,000 HP. They are weak to **swords, spears, axes, and wind** and should be taken out first, before worrying about the Devourer of Men.

However, the boss will continue to annoy you throughout the fight, especially whenever it uses Spirit Away to remove a character from battle. It can Spirit Away more than one person, if you give it enough time to do so. To get them back, all you have to do is break the boss, with its first weakness set consisting of **spears, daggers, staves, and fire**. Upon recovering from the break, it will gain more shields and change weaknesses to **axes, bows, and wind**. The third weakness set is just **swords and light**, with the boss having a total of eleven shields.



Winnehild's Battle Cry will definitely help get rid of the Deadly Spores (left); The Runelord's Light Rune will be useful with the boss' last set of weaknesses (right)

As for moves, the boss can also use Charge, dealing about the same damage as the Spores, if not a little more. Black Magic will hit all allies with dark-elemental damage, plus it has a chance to inflict Blindness. At 50% HP, the boss can resummon the Deadly Spores, with full health and shields, but it can only do this once. Any attempt to resummon them later will result in a failure. It will also upgrade Black Magic to Shadow Magic, which hits twice. Lastly, it can enter boost mode, with the following turn producing Devour. This instantly kills a single character and the boss will recover HP equal to what the character had before they died.

There isn't much in the way of attacks from the boss, but what it and its minions have hurt a lot. Outside of Black/Shadow Magic and Exploding Spore (has no element), set up defenses by boosting your physical defense. Hopefully, you've gotten

the extra jobs, as the Sorcerer helps cut down the shields with Ventus Saltare and Lux Congerere, with the latter being during the last set of weaknesses. You are free to apply Shackle Foe on the enemies, but keeping that on all three is cumbersome, so resort to only the boss.

If you have Tressa as your Runelord (and you should), using Transfer Rune on herself and then applying an elemental rune will help quicken the fight. Plus, on turns when she is waiting to do something, she can perform Rest on the party, getting rid of any ailments and recovering SP. The biggest hurdle to this battle is getting rid of the Deadly Spores twice and while the Devourer of Men is strong, it's not a tough battle when it's alone. Having only a single action per turn definitely helps with that.

Once you defeat the boss, you will see Ellie there. Using Primrose or Ophilia, Guide/Allure her back to town (can just teleport), then talk to her father with her behind you to finish the quest.

Looting Grave Robber

When	Where	Reward
Chapter 4	Duskbarrow	4,000 Leaves, Energizing Pomegranate (L)

There is a Merchant in Duskbarrow, south of the entrance to the village, that is continually harassed by a former mercenary that thinks all of the stuff he's getting from nearby ruins is worth a lot of money. You will need to journey to those ruins, so make sure to bring along either H'aanit or Olberic with you, as one of them will be required. Exit Duskbarrow and when you find the save point not far from the village, head east to find the entrance to Moldering Ruins. The NPC you need is found not too far from the entrance and you will need to either Provoke or Challenge him. With a strength of seven, he isn't too challenging, resorting to physical attacks the majority of the time, although he can buff his physical attack. Once you beat him, the quest will end.



Tip: It's best to do this Side Story along with [Ashlan the Beastmaster \(III\)](#), as both take you to the Moldering Ruins.

Rite of Passage

When	Where	Reward
After completing H'aanit's Chapter 1	S'warkii	1,500 Leaves, Refreshing Jam

The Aspiring Hunter, to the south of the equipment shop, is looking to finding graduate from being an apprentice. There are two solutions for this quest, both of which will require you to find NPCs in the outskirts of S'warkii. For the first option, you need either Alfyn or Cyrus, so put them into your active party and exit to North S'warkii Trail. Follow the path until you get to the crossroads, then go west until you spot the Roving Naturalist NPC. Inquire/Scrutinize him for the **Where the Giant Boar Roams** information and bring it back to the questgiver to finish.

The other option requires the use of either Therion or Tressa. Exit S'warkii like before, to North S'warkii Trail. When you get to the crossroads/save point, head east this time. You will eventually run into the Nomadic Hunter NPC, which is who you want for this option. Taking a look at his items, you see a **Giant Tusk**. Purchase/Steal this from him and bring it back to the Hunter in S'warkii to finish.

Way Through the Woods

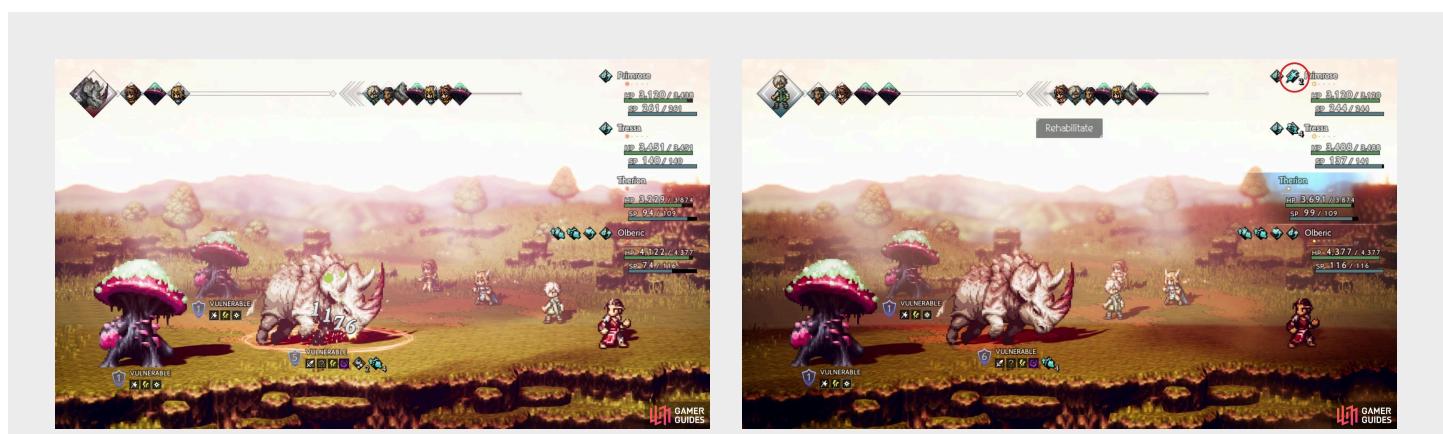
When	Where	Reward
After completing H'aanit's Chapter 1	S'warkii	1,500 Leaves, Magic Nut, Critical Nut

In S'warkii, there is a woman on the western side of the village, who wishes to be reunited with her husband in Bolderfall. Naturally, you're going to need to use either Primrose or Ophilia for this Side Story. Once you have either in your active party, Guide/Allure the questgiver, then travel to Bolderfall. Her husband won't be marked on your map, so you'll need to look for him yourself. He is found in the square area just south-southwest of the large house in the first area of Bolderfall. You're looking for the Industrious Husband, who is wearing green clothes. Speak to him with his wife in tow to finish the quest.

Apothecary

Weapons	Secondary Job Stats
Axe	HP, Physical Attack, Physical Defense, Elemental Attack, Critical

The Apothecary is a bit of a mixed job class, as it mainly focuses on support, but has a few extra skills thrown in for other things. It is the main job of [Alfyn](#) and the secondary job shrine is located in [East Saintsbridge Traverse](#). **First Aid** is a great healing spell that is only hindered by it being usable on a single ally, but there are ways around that. **Rehabilitate** is definitely one of the key highlights for this job, as it heals any current status ailments and also prevents them for two turns. **Empoison** is always great for extra damage, especially during a boss, and **Last Stand** can be great with the correct setup. The Apothecary's Divine Skill, **Dohter's Clarity**, allows a character to use an item and have it affect all, which is extremely useful in case of emergencies or when using Energizing Pomegranates.



Empoison will make enemies lose HP after every action (left); Rehabilitate makes it so characters cannot be hit with status ailments (right)

As for the passive skills, they are decent for the beginning portion of the game, especially **Hale and Hearty** for the extra HP, but they tend to be overshadowed by better options later. **Resist Ailments** might be a good idea, but it is situational, as you might not encounter status ailments all that often, plus it doesn't guarantee immunity. The Apothecary will increase a character's HP, Critical, Elemental Attack, Physical Attack and Physical Defense whenever you switch to it as a secondary class. They only have axes for weapons, so they are limited in that aspect.

Skills

Skill Name	SP Cost	Description
First Aid	4	Restore HP to a single ally
Icicle	7	Deal ice damage to a single foe
Rehabilitate	10	Cure a single ally of all status ailments, and render them immune to further ailments for 2 turns

Skill Name	SP Cost	Description
Amputation	8	Unleash an axe attack on a single foe
Empoison	6	Poison a single foe for 2 turns
Vivify	16	Revive a single incapacitated ally
Last Stand	16	Attack all foes with an axe, dealing damage inversely proportional to your current HP
Dohter's Clarity	30	[Divine Skill] For 3 turns, items used by a single chosen ally will affect all

Support Skills

Skill Name	Skills To Unlock	Description
Inspiration	4	With each successful standard attack, gain SP equal to 1% of the damage you deal
Hale and Hearty	5	Increases maximum HP by 500
Resist Ailments	6	Improves resistance to poison, sleep, confusion, blindness, silence, terror, and unconsciousness
Heightened Healing	7	Gain an additional 30% HP or SP when being healed or restored

Cleric

Weapons	Secondary Job Stats
Staff	SP, Elemental Attack, Elemental Defense

There isn't really much to say about the Cleric job, other than that it's the main healer class in the game. It is the main job of **Ophilia** and the secondary job shrine is located in [Western StillSnow Wilds](#). Both **Heal Wounds** and **Heal More** heal the entire party, so you don't have to worry about only healing a single ally. Outside of healing, the Cleric has light-elemental nukes with **Holy Light** and **Luminescence**, which are single-target and all-enemies, respectively. While the SP cost is steep, **Revive** does cover the entire party, although it only brings them back with 1 HP unboosted.

You also have two buffs with the Cleric, **Sheltering Veil** for elemental defense and **Reflective Veil** to put up a barrier that will reflect back one elemental attack. The latter will help out immensely in some of the later fights in the game. The Cleric's Divine Skill, **Aelfric's Auspices**, allows the recipient of the skill to have a special attack/skill trigger twice without expending any more SP. As an example, you cast the Divine Skill on Olberic and he uses a fully boosted Cross Strike. Instead of just using that once, Olberic will use it twice, both fully boosted, for the base 12 SP cost. Note that it doesn't work on other Divine Skills, so you can't use it to cast another Divine Skill twice.



The Cleric's main function is to heal your allies in battle (left); In tougher fights, you will want Saving Grace on your characters to exceed the HP cap (right)

The Cleric has some pretty good passive skills, as they all have uses throughout the game. **Persistence** makes it so all buffs you receive will last for an additional turn. As an example, the Cleric's own Sheltering Veil only lasts for two turns when cast, but with Persistence, it will last three turns. **Inner Strength** increases the maximum SP of a character by 50, which is good for casters. **Evil Ward** makes it easier to escape from battles, although it is nota guaranteed 100% flee chance. The best passive, though, is **Saving Grace**. This passive allows you to heal a character past their maximum HP, shown as green numbers. Note that the maximum HP you can have is 9,999 and once you've healed past the maximum, then you have to wait until your HP goes below your normal max threshold before you can heal past it again (it doesn't accumulate once past it).

Skills

Skill Name	SP Cost	Description
Heal Wounds	8	Restore HP to all allies
Holy Light	6	Inflict light-based damage on a single foe
Sheltering Veil	6	Augment one ally's elemental defense for 2 turns
Luminescence	9	Deal light-based damage to all foes
Heal More	25	Restore a large amount of HP to all allies
Reflective Veil	22	Grant a single ally the ability to reflect one elemental attack
Revive	50	Revive all incapacitated allies
Aelfric's Auspices	30	[Divine Skill] For 3 turns, skills performed by a single chosen ally will trigger twice (This will not affect other Divine Skills)

Support Skills

Skill Name	Skills To Unlock	Description
Persistence	4	All status enhancements you receive will last for one additional turn
Inner Strength	5	Increases the equipped character's SP by 50
Evil Ward	6	Increases the party's success rate when attempting to flee (Equipping this skill with multiple characters will have no added effect)
Saving Grace	7	Grants the equipped character the ability to be healed above their maximum HP

Dancer

Weapons	Secondary Job Stats
Dagger	Elemental Attack, Evasion, Speed

The Dancer is a pretty basic support class, as it has access to mostly buffs in its skillset. The Dancer is the main class of **Primrose** and the secondary job shrine can be found in [Northern Wellspring Sands](#). **Lion Dance** will buff the physical attack of a character, while **Peacock Strut**, **Mole Dance** and **Panther Dance** buff elemental attack, physical defense and speed, respectively. The Dancer also has access to dark-elemental attacks, both a single-target one and all enemies one, similar to the Cleric's light attacks. That brings up the last normal skill, **Bewildering Grace**, which is a bit different when compared to the others.

Bewildering Grace, when used, will cause a random effect to happen, which can be good or bad. The amount of BP you use will make the dance trigger that amount of times, and there seem to be some effects that can only happen once it's boosted. Some of these effects include increased JP or EXP, having the dance reduce the party's HP to 1, losing all SP or BP, having your party be poisoned, summoning a monster that does major damage to the enemy, and much more. Note that it's possible to get screwed with a fully boost Bewildering Grace, with it possibly reducing the party's HP to 1, then following up that with a small damage to the whole party.



While Bewildering Grace has some good effects (left); it also has some very bad effects (right)

The biggest takeaway from a fully boosted Bewildering Grace is you can get a JP/EXP x100 from it, although it is a very low chance. The Dancer's Divine Skill, **Sealticge's Seduction**, is another great one, which allows any skill that usually targets a single target to hit all enemies/characters. As with some other Divine Skill buffs, this doesn't work on other Divine Skills, but you could do something like use it in conjunction with Lion Dance or Peacock Strut, as an example. The Dancer, as a secondary job, gains the following stat bonuses: Elemental Attack, Evasion and Speed.

The Dancer's passive skills are a mixed bag, with two of them being very good and the other two having some uses, but might not be considered as good. **The Show Goes On** makes it so any buffs the character with this equipped will persist for an additional turn. **Eye for an Eye** will give that character a 50% chance to counterattack when hit with a physical attack. Probably the best passive from the Dancer is **Second Wind**, as it recovers a percentage of your SP per turn. This is great for just about anyone, especially if they're using SP skills a lot. The last passive, **Encore**, allows the character to recover with 25% HP once per battle when they are incapacitated, which can prove useful in some battles, but it's not needed too much.

Skills

Skill Name	SP Cost	Description
Lion Dance	4	One ally's physical attacks become more powerful for 2 turns
Moonlight Waltz	7	Deal heavy dark damage to a single foe
Peacock Strut	4	Augment a single ally's elemental attacks for 2 turns
Mole Dance	4	Augment a single ally's physical defense for 2 turns
Night Ode	10	Deal dark damage to all foes
Panther Dance	4	Increase a single ally's speed for 2 turns
Bewildering Grace	25	Cause a curious effect to occur one time
Sealticge's Seduction	30	[Divine Skill] For 3 turns, skills performed by a single ally that usually target one foe will target all foes instead (This does not affect Divine Skills)

Support Skills

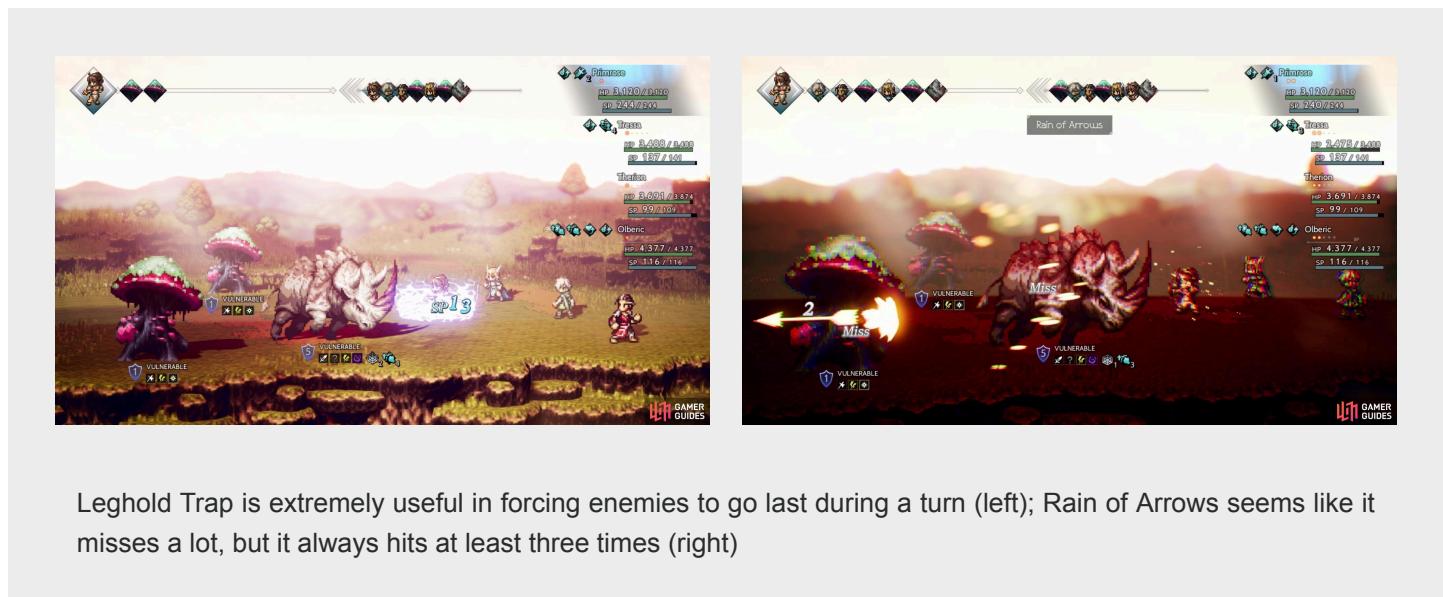
Skill Name	Skills To Unlock	Description
The Show Goes On	4	Status augmentations you grant to allies will persist for one additional turn
Eye for an Eye	5	Gain a 50% chance of counterattacking when targeted by a physical attack
Second Wind	6	Recover a certain amount of SP each turn
Encore	7	Once per battle, upon being incapacitated you will recover with 25% of your maximum HP

Hunter

Weapons	Secondary Job Stats
Axe, Bow	Physical Attack, Accuracy, Critical, Evasion, Speed

The Hunter is a damage dealing class that has some skills that are essential for a lot of battles. The Hunter is the primary job for H'aanit and the secondary job shrine is located in [East Victors Hollow Trail](#). Despite using an axe and bow, the majority of their skills focus on the latter. **Rain of Arrows** is a multi-hit attack that hits random enemies five to eight times. The problem with this attack is that you will see a lot of hits miss. This isn't affected by accuracy and is built into the actual attack, although you seem to be guaranteed at least three hits every time. **True Strike** is a single hit bow attack on a single enemy, but it's nice because it's a critical hit.

Thunderbird is nothing too special, as it deals lightning damage to an enemy, but there are better options for dealing lightning damage. By far, the best skill in the Hunter's list is **Leghold Trap**. What this skill does is delay the enemy's actions until the end of the turn, essentially making it so all of your characters can act before them. Note that on the turn after a break, the enemy will always get the first action no matter if they have this debuff on them or not. You should always have a Hunter in your party that has this skill, though, as it's invaluable during boss fights.



Leghold Trap is extremely useful in forcing enemies to go last during a turn (left); Rain of Arrows seems like it misses a lot, but it always hits at least three times (right)

Mercy Strike is a special type of skill that can leave an enemy with a single HP remaining, which is great for someone like H'aanit, as it makes it ideal for her Capture mechanic. **Arrowstorm** is kind of like a target-all version of Rain of Arrows, with the same hit-or-miss idea behind it, although it does cost a hefty amount of SP. **Take Aim** is a fantastic buff that increases the critical rate and accuracy for the entire party, so you don't have to worry about using something like the Dancer's Divine Skill to make it hit everyone. The Hunter's Divine Skill, **Draefendi's Rage**, is a very strong bow attack that hits all enemies, so there isn't much to talk about there.

As for the passive skills, the Hunter does have some great ones that come in handy during the game. **Heighten Senses** gives you an increased chance of attacking first in battle and this seems to extend to the entire party. This is a great skill to have, simply because you will want to have someone go before enemies and bosses. **Eagle Eye** is the second passive for the Hunter and probably its worst one, simply because there are better options out there for your limited slots. **Second Serving** makes a character have a 50% chance of delivering another melee attack after using the basic attack. Note that it's only one additional attack, even if you fully boost the normal attack to strike four times.

The last passive skill, **Patience**, for the Hunter is arguably the best one. The equipped character will have a 25% chance to

gain another action at the end of a turn, after everyone else, foe and friend, is finished. This has a lot of uses, one example being to use it in conjunction with something like Leghold Trap. After the enemy does their actions at the end of a turn, you may need to heal extra or something, making a procced Patience a good thing. Another scenario involves hitting a boss' weakness and it only having one shield remaining at the end of a turn. Patience procs and you have a chance to break them.

Skills

Skill Name	SP Cost	Description
Rain of Arrows	8	Attack random foes 5-8 times with a bow
True Strike	10	Deal critical damage to a single foe with a bow
Thunderbird	7	Deal heavy lightning damage to a single foe
Leghold Trap	6	Cause a single foe to act at the end of the turn for 2 turns
Mercy Strike	4	Attack a single foe with a bow; Otherwise lethal attacks will leave the target at 1 HP
Arrowstorm	24	Attack all foes 5-8 times with a bow
Take Aim	8	Increase all allies' critical rate and accuracy for 2 turns
Draefendi's Rage	30	[Divine Skill] Unleash a highly powerful bow attack on all foes

Support Skills

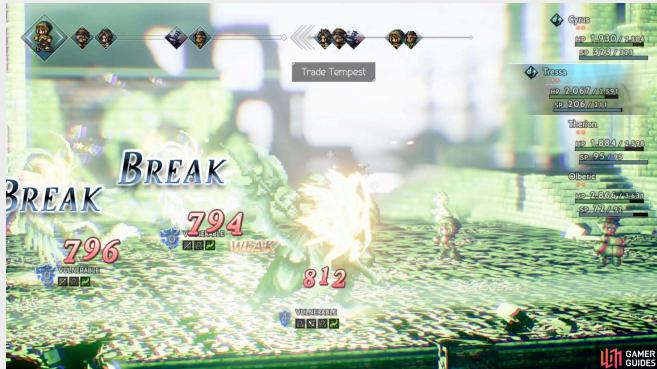
Skill Name	Skills To Unlock	Description
Heighten Senses	4	Gain an increased chance of attacking first in battle (Equipping this skill with multiple characters will have no added effect)
Eagle Eye	5	Increases the equipped character's critical rate by 50
Second Serving	6	Gives the equipped character a 50% chance of attacking twice when performing a standard attack
Patience	7	The equipped character will gain a 25% chance of acting again at the end of a turn

Merchant

Weapons	Secondary Job Stats
Spear, Bow	HP, SP, Physical Attack, Physical Defense, Elemental Attack, Elemental Defense

As a support class, the Merchant really shines and has a few unique skills of its own. The Merchant is the main job of **Tressa** and the secondary job shrine is located in **Moonstruck Coast**. **Collect** is basically like a steal command, but for obtaining money from enemies. This can be one of the more important abilities towards the beginning of the game, since money is tight. Note that the percentage for Collect is determined by the current HP of the enemy, with boosting helping out by increasing your chance. **Tradewinds** is a single-target wind elemental spell, and **Trade Tempest** is the all-foes version.

Rest is a self-target only skill that cures ailments, as well as restores HP and SP. The HP healed is not static and depends on your own, while the base SP healed is always 25; each point of boost applied to it heals 25 more SP, up to a maximum of 100 at max boost. **Donate BP** sounds just like the name suggests, with this skill donating the BP of the user to the recipient, with more being added with boost. **Sidestep**, which is self-only, allows the user to dodge a single physical attack with 100% success. With a later advanced class' ability, this can be extended to the entire party.



Merchant is the only base class with access to wind (left); If you have the money, a fully boosted Hired Help's Veterans can deal a lot of damage (right)

Hired Help is a bit more involved, since it involves you using your own money to summon help, and there are five options in total. The cheapest one (150 Leaves), Mercenaries, will summon some helpers who do a low-damage sword attack to the entire enemy group. The catch, though, is that the Mercenaries will buff your party's physical defense for two turns. The second option, the Bandit (800 Leaves), will unleash an axe attack on all foes. Dancer (2,500 Leaves) does a dagger attack on all foes, as well as inflict status ailments. Cleric (10,000) does light-elemental damage and Veteran Soldier (30,000 Leaves) does a powerful sword attack on all foes.

Bifelgan's Bounty, the Merchant's Divine Skill, will hit a single enemy for massive damage, with you gaining money equal to the damage you did. There are two things to consider with this Divine Skill. Should it be the killing blow, then you will only receive money equal to the enemy's remaining HP. Secondly, the in-game description lists it as a non-elemental attack, but it is really elemental. With it only targeting a single character, you can find something much better to waste your BP on than this skill.

With the exception of one passive skill, the others are a mixed bag and will lose their effectiveness as you progress in the game. **Endless Items** makes it so whenever a character with this uses an item, there is a 25% chance the item will not be consumed. **Grows on Trees** just gives you extra money after completing a battle. For **Hang Touch**, any attack that knocks

you to below zero HP when you're not near death will leave you at 1 HP. By far, the best passive for the Merchant is the final one, **SP Saver**, which halves the SP consumption of skills for the equipped character. You should have this on almost everyone towards the end of the game, but it's definitely very important on Scholars and the like.

Skills

Skill Name	SP Cost	Description
Collect	2	Collect money from a single foe
Tradewinds	7	Deal heavy wind damage to a single foe
Rest	0	Restore one's own HP and SP, and cure status ailments
Trade Tempest	10	Deal wind damage to all foes
Donate BP	3	Grant 1 BP to an ally
Sidestep	10	Dodge a single physical attack with a 100% success rate
Hired Help	0	Pay money to summon hired help to the battlefield
Bifelgan's Bounty	30	[Divine Skill] Unleash a non-elemental attack on a single foe and receive Leaves equivalent to the damage dealt

Support Skills

Skill Name	Skills To Unlock	Description
Endless Items	4	When a character with this skill uses an item, there is a 25% chance the item will not be consumed
Grows on Trees	5	Gain additional Leaves after battles (Equipping this skill will work with multiple characters will have no added effect)
Hang Tough	6	When the user is not near death, all attacks that would reduce the user's HP below zero will instead leave the user with 1 HP
SP Saver	7	Halves SP consumption for the equipping character

Scholar

Weapons	Secondary Job Stats
Staff	SP, Elemental Attack, Elemental Defense

The Scholar is your elemental job class in the game, with access to three of the basic elements. The Scholar is the main job of [Cyrus](#) and you will find the secondary job shrine in [Western Noblecourt Flats](#). All of their skills target all enemies, so you don't have to worry about having to change between a single target or not. **Fireball** hits once, while **Fire Storm** will hit all enemies twice. **Icewind** and **Blizzard** are the ice-elemental version, and **Lightning Bolt/Lightning Blast** are the lightning versions. The only other normal skill available to the Scholar is **Analyze**, allowing you to get a quick glimpse (it flashes pretty quickly) at their current HP and it also reveals one of their weaknesses. Note that using BP to boost Analyze will reveal more weaknesses, up to four at max boost.



Analyze is useful to find out weaknesses and how much HP an enemy might have left (left); The Scholar's greatest strength comes from elemental spells (right)

The Scholar's Divine Skill, **Alephan's Enlightenment**, will make it so that the target of it will have any multi-target skills instead target a single enemy, but with more power (twice the power, to be precise). Looking at the passive skills for the Scholar, the first one, **Evasive Maneuvers**, is a good one to use if you feel the encounter rate is too high. **Elemental Augmentation** increases your elemental attack by 50 and it's a good choice for anyone who uses spells, although you might want to use something else later in the game. **Precipience** prevents your party from being surprised by foes, which is a great thing to have so enemies don't get a full turn before yours. **Vim and Vigor**, the last passive, will regenerate HP each turn.

Skills

Skill Name	SP Cost	Description
Fireball	8	Deal fire damage to all foes
Icewind	8	Deal ice damage to all foes

Skill Name	SP Cost	Description
Lightning Bolt	8	Deal lightning damage to all foes
Analyze	1	Reveal HP and one weakness of a single foe
Fire Storm	22	Deal fire damage to all foes twice
Blizzard	22	Deal ice damage to all foes twice
Lightning Blast	22	Deal lightning damage to all foes twice
Alephan's Enlightenment	30	[Divine Skill] For 3 turns, spells cast by a single chosen ally that usually target all foes will instead be focused on a single foe at increased intensity

Support Skills

Skill Name	Skills To Unlock	Description
Evasive Maneuvers	4	Encounter less random battles in the world (Equipping this skill with multiple characters will have no added effect)
Elemental Augmentation	5	Augments the equipping character's elemental attack strength by 50
Percipience	6	Prevents the party from being surprised by foes (Equipping this skill with multiple characters will have no added effect)
Vim and Vigor	7	The equipping character will regenerate HP each turn

Thief

Weapons	Secondary Job Stats
Sword, Dagger	Physical Attack, Accuracy, Critical, Evasion, Speed

The Thief is a bit of a weird class, when you compare it to the others, as it doesn't have a straight role. If it could be classified as anything, it's a cross between a debuffer and a lone wolf. It is the main class of **Therion** and the secondary job shrine can be found in [South Quarrycrest Pass](#). **Steal** advertises what it does in the name; this skill will steal a single item from a foe. Enemies in this game only have one item, typically the same one as what they drop, so Steal will nab that from them. **Wildfire** is a single-target fire-elemental attack and is nothing special. **HP Thief** is one of the better attack skills for the Thief, as it is a two-hit dagger attack that will replenish the user's HP equal to half of the damage dealt.

The next two skills, **Shackle Foe** and **Armor Corrosive**, are vital to any party. The former will reduce a single enemy's physical strength for two turns, while the latter reduces an enemy's physical defense for two turns. **Steal SP**, depending on the enemy's weaknesses and the secondary job you have equipped, will most likely replace that character's regular attack because it typically recovers the SP used. **Share SP** takes 50% of your current SP and gives it to the character of your choice, making it a great pairing with Steal SP and excellent when you have SP-heavy users in your party. The Divine Skill, **Aeber's Reckoning**, deals damage to all enemies based on your character's speed.



Steal SP can effectively replace a Thief's normal attack (left); The Thief's debuffs can help deal more damage for physical attackers (right)

The passive skills for the Thief are not as good in the long term, as with other jobs. **Incidental Attack** has it so whenever you use a non-damaging move (like Steal), you have a 50% chance to attacking with your current weapon. **Fleetfoot** just increases your character's Speed stat by 50, which is great if you plan on using the Divine Skill. Probably the best passive is **Snatch**, which allows you to double the loot you gain when using Steal or Collect in battle. **Insult to Injury**, the final passive, will extend all debuffs put on foes an additional turn.

Skills

Skill Name	SP Cost	Description
Steal	2	Steal an item from a single foe

Skill Name	SP Cost	Description
Wildfire	7	Deal heavy fire damage to a single foe
HP Thief	6	Attack a single foe twice with a dagger and steal HP equivalent to half of the damage dealt
Shackle Foe	4	Reduce a single foe's physical attack strength for 2 turns
Armor Corrosive	4	Reduce a single foe's physical defense for 2 turns
Steal SP	6	Attack a single foe twice with a dagger and steal SP equivalent to 5% of the damage dealt
Share SP	0	Bestow SP equivalent to 50% of one's current SP to a single ally
Aeber's Reckoning	30	[Divine Skill] Attack all foes with a dagger, dealing damage proportional to your speed

Support Skills

Skill Name	Skills To Unlock	Description
Incidental Attack	4	When using a non-damaging skill on a foe, there is a 50% chance you will attack as well
Fleetfoot	5	Increases the equipped character's speed by 50
Snatch	6	The equipping character will receive double the loot when using Steal or Collect
Insult to Injury	7	Status ailments and attribute penalties inflicted by the equipping character will last for one additional turn

Warrior

Weapons	Secondary Job Stats
Sword, Spear	HP, Physical Attack, Physical Defense

The Warrior is a cross between a tank and a physical attacker, which will become apparent with its skills. It is the main class for [Olberic](#) and the secondary job shrine is located in [North Stonegard Pass](#). **Level Slash** is a physical attack that hits all foes with a sword, and it's a pretty good attack. **Abide** is a self-buff that increases the user's physical attack for three turns, with **Stout Wall** increasing the user's physical defense for three turns. **Spearhead** is a physical attack with a spear, but this one makes it so that character will attack first in the next turn (except when a foe is recovering from a break).

Incite is a taunt and will make the enemies more prone to attack you, but this can be a bad thing if you're up against a powerful foe. **Cross Strike** is a powerful physical attack that only hits a single foe, but this will most likely be your go-to skill when facing a boss with a Warrior in your party, especially when you max boost it (at least, prior to obtaining the Divine Skill). **Thousand Spears** is similar to the Hunter's Rain of Arrows/Arrowstorm, as the accuracy doesn't affect whether the hits connect and you will always get three hits from it. The Divine Skill, **Brand's Thunder**, is just a massive physical attack against a single foe.



Thousand Spears is fantastic for breaking shields weak to spears (left); Surpassing Power is the only way to break the 9999 damage limit (right)

Covering the passive skills, the Warrior has one that will likely become important during Chapter 3 and going into Chapter 4/beyond. **Cover** is your basic skill that lets the user absorb single-targeted damage from enemies whenever their allies are low on health. **Summon Strength** simply adds 50 physical strength to the character, which is good when you're using physical attacks. **Endure** is an odd one, as it simply gives you the physical/elemental defense buffs whenever that character is afflicted with the listed ailments. The last passive, **Surpassing Power**, allows you to break the normal 9,999 damage limit, which will become 99,999 with this equipped. You will want this on any characters that might be approaching the normal damage limit.

Skills

Skill Name	SP Cost	Description
Level Slash	9	Attack all foes with a sword

Skill Name	SP Cost	Description
Abide	4	Increase the user's physical attack strength for 3 turns
Spearhead	6	Attack a single foe with a polearm, and act earlier on your next turn
Incite	4	Become more readily targeted by foes for 3 turns
Cross Strike	12	Unleash a sword attack on a single foe
Stout Wall	4	Increase the user's physical defense for 3 turns
Thousand Spears	20	Attack random foes with a polearm 5 to 10 times
Brand's Thunder	30	[Divine Skill] Unleash a tremendously powerful sword attack on a single foe

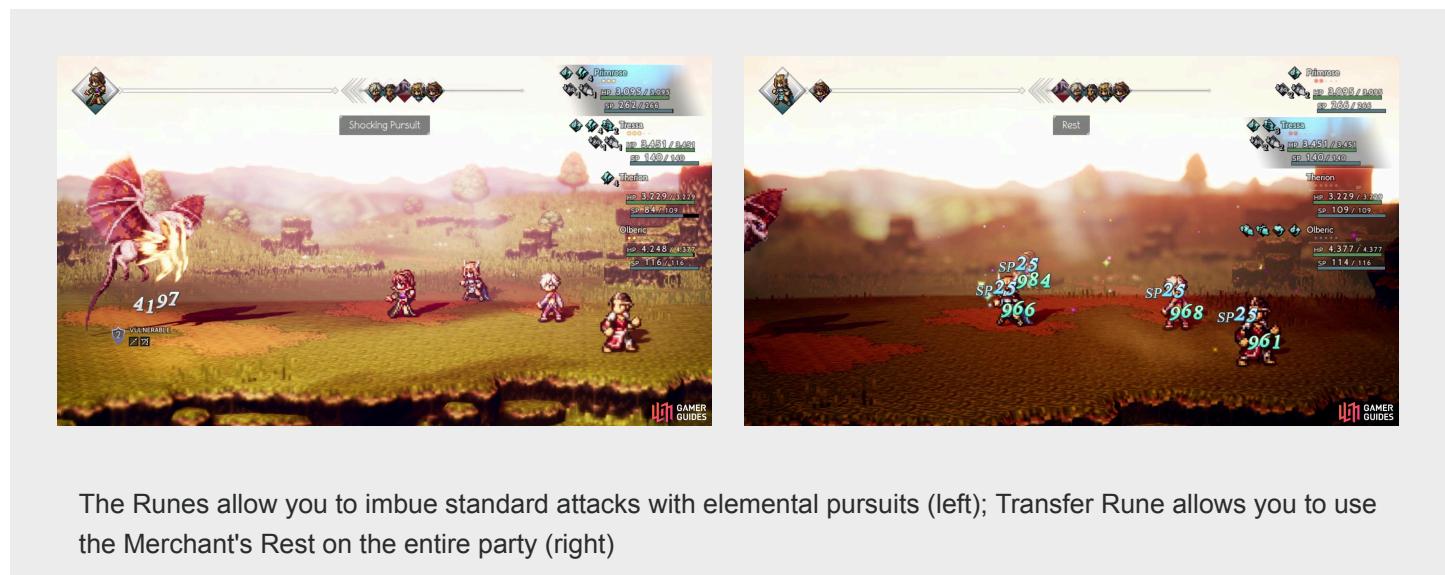
Support Skills

Skill Name	Skills To Unlock	Description
Cover	4	The equipping character will absorb single-targeted damage for allies who are near death
Summon Strength	5	Increases the physical attack strength of the equipping character by 50
Endure	6	When the equipping character is inflicted with poison, sleep, confusion, blindness, silence, terror, or unconsciousness, their physical and elemental defenses are enhanced
Surpassing Power	7	Increases the maximum damage that can be dealt by the equipping character to 99,999

Runelord

Weapons	Secondary Job Stats
Sword, Axe	Physical Attack, Physical Defense, Elemental Attack, Elemental Defense, Accuracy, Critical

The Runelord is a fairly straightforward job class, as all of its abilities revolve around applying Runes to your weapons that will trigger elemental attacks when physically attacking. In order to unlock the Runelord job class, you need to find the [Shrine of the Runeblade](#), which is a Danger Level 50 dungeon, and defeat the boss there. There is a Rune for each of the six main elements in the game. Only a single Rune can be applied at one time, so you won't be able to have both Fire and Ice Rune on at the same time. Also, they only hit once per attack, so boosting and attacking four times with a normal weapon will not trigger the Rune on each hit, as it only triggers once. However, Second Serving will make the Rune trigger twice if that support skill comes into play.



The Runes allow you to imbue standard attacks with elemental pursuits (left); Transfer Rune allows you to use the Merchant's Rest on the entire party (right)

Normally, the Runes are self-cast only, but that's where the **Transfer Rune** skill shines. By using this skill first, you will be able to cast any of the Runes on your entire party on the Runelord's next turn. Of course, this extends to any self-targeting skills, like the [Warrior's](#) Abide/Stout Wall and the [Merchant's](#) Rest/Sidestep. While you can get the physical attack/defense buff elsewhere, Rest and Sidestep are unique and that makes one of the few choices for Runelord ideal for someone like Tressa. With Tressa as a Runelord, she can make pretty much any physically-based encounter a joke. The Divine Skill, **Balogar's Blade**, will hit a single enemy with six attacks, with each hit taking on one of the six elements.

The support skills for the Runelord aren't anything to write home about, as they are all kind of mediocre, except for the last one. **Stat Swap** will swap the character's elemental and physical attack with each other; you're lucky to not bother with this because if you built a character one way, you're not going to want to swap those stats. **SP Recovery** makes it so you regain a small amount of SP upon taking damage from a foe. **Dauntless** will increase your physical and elemental attack whenever you have an ailment put on you. The final support skill, **Elemental Edge**, will place a permanent elemental attack and defense buff on that character.

Skills

Skill Name	SP Cost	Description
Fire Rune	15	Weapons the user attacks with will deal additional fire damage for 3 turns.
Ice Rune	15	Weapons the user attacks with will deal additional ice damage for 3 turns.
Thunder Rune	15	Weapons the user attacks with will deal additional lightning damage for 3 turns.
Wind Rune	15	Weapons the user attacks with will deal additional wind damage for 3 turns.
Dark Rune	15	Weapons the user attacks with will deal additional dark damage for 3 turns.
Light Rune	15	Weapons the user attacks with will deal additional light-based damage for 3 turns.
Transfer Rune	25	For 3 turns, skills that normally target yourself alone will target your allies as well.
Balogar's Blade	50	[Divine Skill] Deal damage from each of the six elements (fire, ice, lightning, wind, light, and darkness) to a single foe.

Support Skills

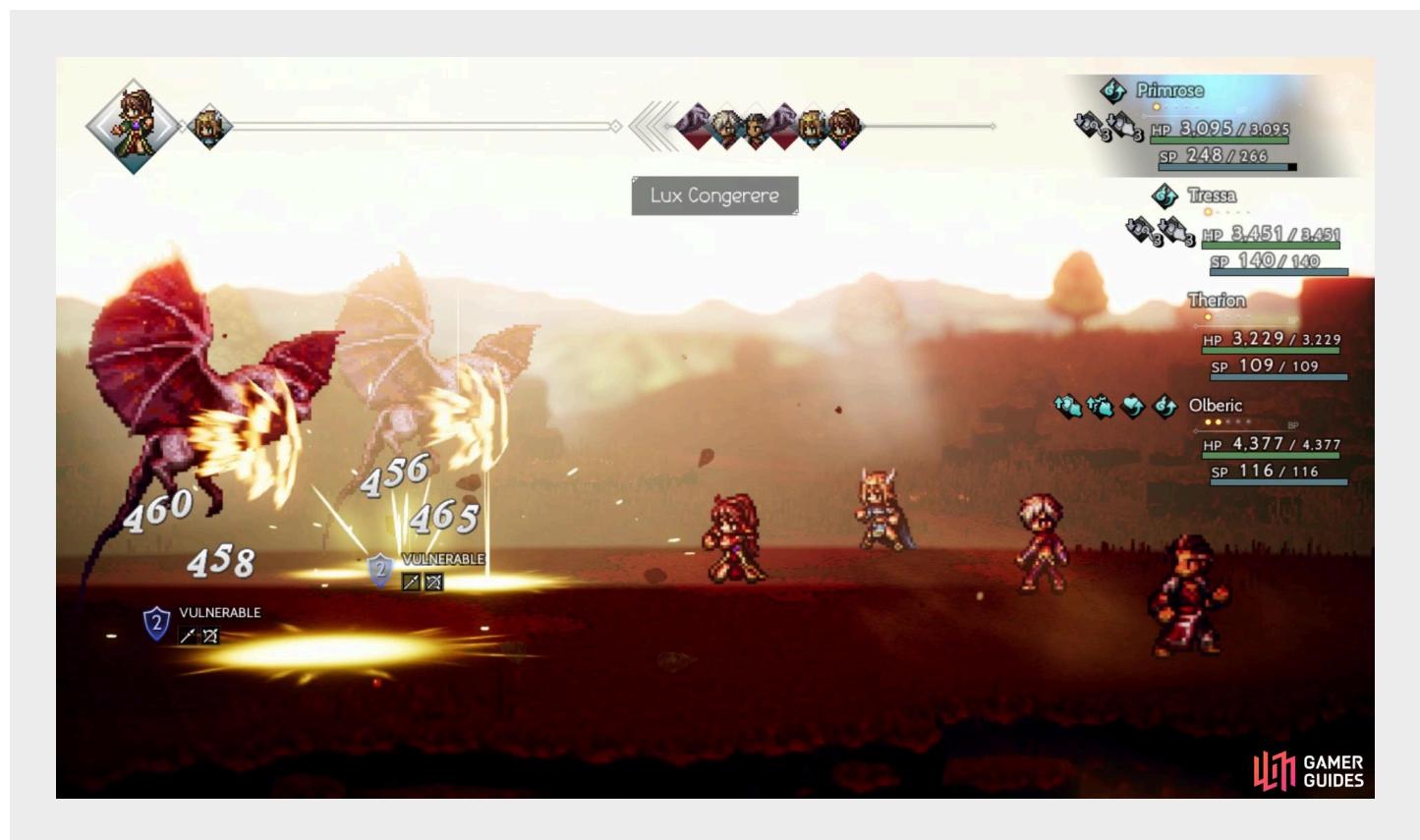
Skill Name	Skills To Unlock	Description
Stat Swap	4	Elemental and physical attack strength will be swapped with one another.
SP Recovery	5	Upon taking damage from a foe, gain an amount of SP equal to 1% of damage taken.
Dauntless	6	Gain increased physical and elemental attack when suffering from a status ailment.
Elemental Edge	7	Gain augmented elemental attack and defense in battle.

Sorcerer

Weapons	Secondary Job Stats
Bow, Staff	SP, Elemental Attack, Elemental Defense, Critical

There's not much to say about the Sorcerer that isn't readily apparent, as you can think of it as an upgraded Scholar class, in terms of utility, plus a little more. It has access to three-hit elemental spells for every single element in the game, making it great for trimming down enemy shields. In order to unlock the Sorcerer job class, you need to find the [Shrine of the Archmagus](#), which is a Danger Level 50 dungeon, and defeat the boss there. **Ignis Ardere** is the fire spell, **Glacies Claudere** is ice, **Tonitrus Canere** is lightning, **Ventus Saltare** is wind, **Lux Congerere** is light, and **Tenebrae Operire** is dark.

For the lone other normal skill, **Elemental Break** is a staff attack that targets a single enemy and debuffs their elemental defense, making it great for bosses. The only problem is that by the time you get this job, you probably won't have too many bosses left to fight, making its uses somewhat limited. The Divine Skill, **Dreisang's Spell**, makes it so whoever has this spell cast on them will have their element attacks critical for three turns. This is nice if you want to do the most damage possible with an elemental attack, although it's likely the Sorcerer will be using this on themself.



The Sorcerer's main focus is triple-hit elemental spells, great for breaking shields

As for the support skills, they are mostly there to enhance elemental attacks. **Intimidation** gives a 25% chance that enemies will begin a battle with reduced physical attack and elemental defense. **Stronger Strikes** makes your attacks more powerful if they hit a weak point. **Elemental Aid** makes your elemental attacks deal damage, but the SP cost for them is doubled. Lastly, **Augmented Elements** just increases your elemental attacks' damage.

Skills

Skill Name	SP Cost	Description
Ignis Ardere	36	Deal fire damage to all foes 3 times.
Glacies Claudere	36	Deal ice damage to all foes 3 times.
Tonitrus Canere	36	Deal lightning damage to all foes 3 times.
Ventus Saltare	36	Deal wind damage to all foes 3 times.
Lux Congerere	36	Deal light-based damage to all foes 3 times.
Tenebrae Operire	36	Deal dark damage to all foes 3 times.
Elemental Break	20	Unleash a powerful staff attack on a single foe that also reduces the target's elemental defense for 2 turns.
Dreisang's Spell	50	[Divine Skill] For 3 turns, elemental attacks performed by a single chosen ally will hit for critical damage.

Support Skills

Skill Name	Skills To Unlock	Description
Intimidation	4	Grants a 25% chance that foes will begin battle with reduced physical attack and elemental defense (Equipping this skill with multiple characters will have no added effect.)
Stronger Strikes	5	Increases damage dealt when striking a foe's weak point.
Elemental Aid	6	Elemental attacks consume double SP, but also deal additional damage.
Augmented	7	Increases damage dealt by elemental attacks.

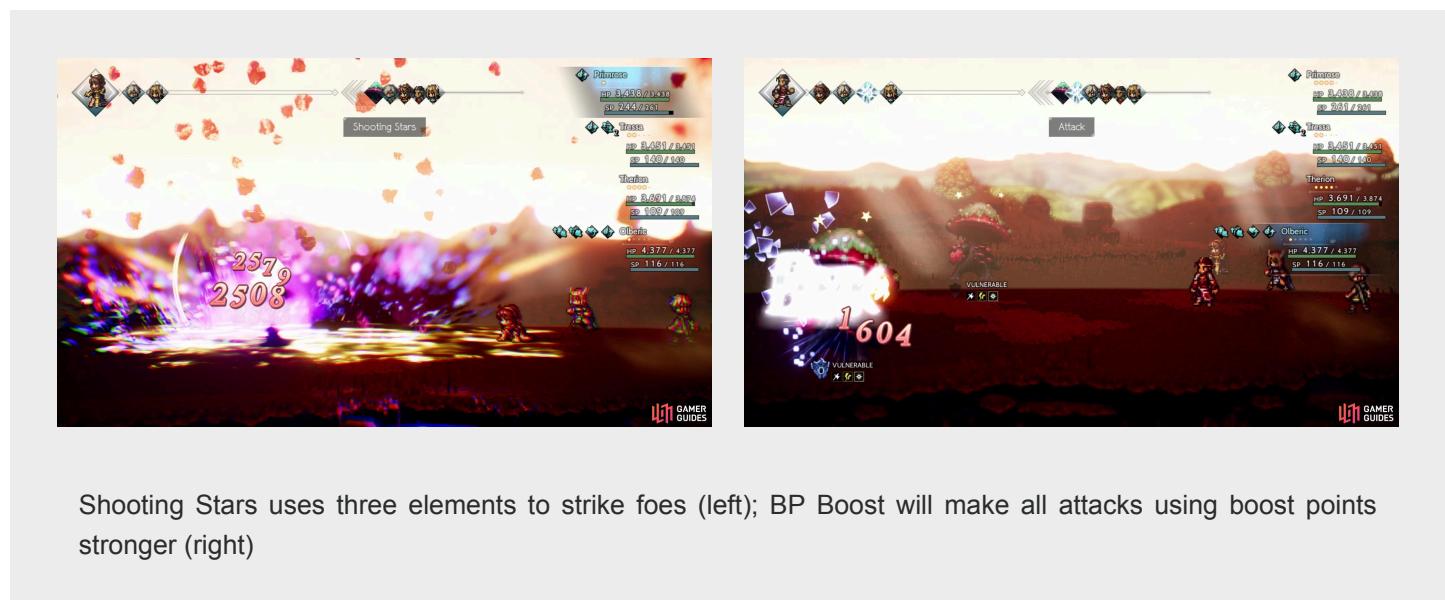
Skill Name	Skills To Unlock	Description
Elements		

Starseer

Weapons	Secondary Job Stats
Spear, Dagger	HP, SP, Physical Attack, Physical Defense, Elemental Attack, Elemental Defense

It goes without saying that the Starseer is a pretty big support class, with a little bit of a magical focus, but not as great as the [Sorcerer](#). In order to obtain this job class, you will need to venture to the [Shrine of the Starseer](#) and defeat the boss within. **Shooting Stars** is a three-hit elemental attack that deals wind, light and dark damage to all foes, in that particular order. It's a nice attack, albeit with a relatively high SP cost, especially when you try to compare it to the Sorcerer's elemental spells, which hits thrice for the same element. **BP Boost** is great, especially coupled with the [Dancer's](#) Divine Skill, as it will greatly increase your BP gain during combat.

Divination increases a single ally's critical hit rate for two turns, which isn't that good, considering you have the Hunter's one skill that also increases accuracy, and for the entire party (all for 17 less SP). On the opposite end, **Starsong** is a fantastic buff, as it increases a character's physical/elemental defense, speed and evasion for two turns. **Celestial Intervention** is another good buff, as it allows you to either stop enemies from buffing themselves with attribute-based ones or stop your characters from receiving attribute-based debuffs, but this can be considered situational and only really useful for bosses. **Ethereal Healing** should be used in every big encounter, since you don't have to do anything else to make it viable.



Shooting Stars uses three elements to strike foes (left); BP Boost will make all attacks using boost points stronger (right)

Moon's Reflection, despite the name, only allows you to counter physical attacks and not reflect them. At the point where this might become viable, there might not be too many bosses left to make it work. The Starseer's Divine Skill, **Steorra's Prophecy**, is an elemental attack which strength is determined by the amount of BP your entire party currently has. Naturally, if everyone is full, then it will do a lot of damage, but if barely anyone has BP, then it won't do a lot of damage. There are far better Divine Skills for damage out there.

On to the support skills, **Hard Worker** is a 50% base increase to all JP earned for the entire party, and not just the equipped character. This means you only need a single character equipped with it, plus it also stacks with the Badge of Friendship accessory gotten from completing the [Friends Again](#) Side Story. **Boost Start** will have you start with a single additional BP in battle. **BP Eater** makes it so boosted skills will deal additional damage, which will be great for any character that is meant to do damage. **Divine Aura** will give the equipped character a 25% chance of nullifying any damage done to him/her, which sounds good, but there are better support skills out there to not waste a slot with this one.

Skills

Skill Name	SP Cost	Description
Shooting Stars	35	Deal wind, light, and dark damage to all foes.
BP Boost	25	Allow a single ally to gain 2 SP per turn for 2 turns.
Divination	25	Increase a single ally's critical hit rate for 2 turns.
Starsong	25	Augment a single ally's physical defense, elemental defense, speed, and evasion for 2 turns.
Celestial Intervention	25	For 2 turns, render a single foe unable to receive attribute augmentations, or a single ally immune to attribute penalties.
Ethereal Healing	30	Grant HP regeneration to all allies for 2 turns.
Moon's Reflection	30	Grant a single ally the ability to counter physical damage one times.
Steorra's Prophecy	50	[Divine Skill] Unleash an elemental attack on all foes that deals damage proportional to the party's current BP.

Support Skills

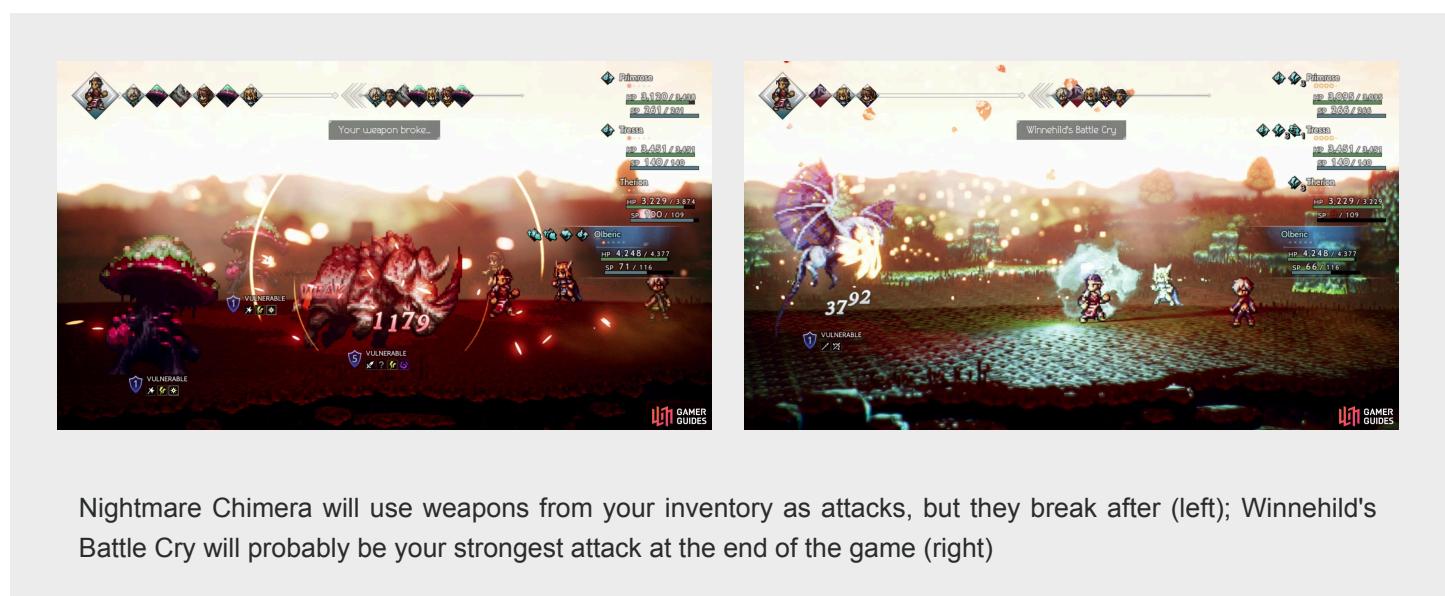
Skill Name	Skills To Unlock	Description
Hard Worker	4	Gain additional JP after battles (Equipping this skill with multiple characters will have no added effect.)
Boost Start	5	Gain an additional 1BP at the start of battle.
BP Eater	6	Boosted skills performed by the equipping character deal additional damage.
Divine Aura	7	The equipping character gains a 25% chance of nullifying any damage taken.

Warmaster

Weapons	Secondary Job Stats
Sword, Spear, Dagger, Axe, Bow, Staff	Physical Attack, Physical Defense, Accuracy, Speed, Evasion

The Warmaster is a physical powerhouse, having access to all of the physical weapons. In fact, you'll probably want to equip the highest physical attack weapons that you can, as you will see shortly. In order to unlock the Warmaster job class, you need to find the [Shrine of the Warbringer](#), which is a Danger Level 50 dungeon, and defeat the boss there. All of the skills are physical in nature, revolving around each of the weapon types. **Guardian Liondog** is a sword attack that hits random foes between five to ten times. **Tiger Rage** is an axe attack on all foes, **Yatagarasu** is a dagger attack on all enemies, **Fox Spirit** is a staff attack on all foes, and **Phoenix Storm** attacks a single enemy with a bow.

Qilin's Horn is a spear attack that only hits a single enemy. **Nightmare Chimera** is a bit of an oddball. You basically choose a weapon from your inventory to chuck at an enemy, but the weapon is destroyed upon using it; do not use a unique weapon when performing this skill, as the weapon will be gone forever. The Divine Skill, **Winnehild's Battle Cry**, will attack all foes a total of six times using all six equipped weapons. This is probably the best Divine Skill for damage, especially with the right setup, as it can do tens of thousands of damage.



Nightmare Chimera will use weapons from your inventory as attacks, but they break after (left); Winnehild's Battle Cry will probably be your strongest attack at the end of the game (right)

For the support skills, the Warmaster has ones that complement its class, as well as some other nice skills. **Extra Experience** will increase the total experience gotten for the whole party by 50%. Similar to the [Starseer's](#) JP one, you only need to equip it on a single character for it to count for the entire party. **Stalwart Defense** increases your physical defense by 50 points. **Fortitude** allows you to deal more damage the lower your current HP is, so at something like 1HP, you will do a lot more damage than normal. Lastly, **Physical Prowess** will give you a permanent buff to your physical attack and defense during battle.

Skills

Skill Name	SP Cost	Description
Guardian Liondog	35	Unleash 5 to 10 sword attacks against random foes.

Skill Name	SP Cost	Description
Tiger Rage	35	Unleash an axe attack on all foes.
Qilin's Horn	35	Unleash a polearm attack on a single foe.
Yatagarasu	35	Unleash a dagger attack on all foes.
Fox Spirit	35	Unleash a staff attack on all foes.
Phoenix Storm	35	Unleash a bow attack on a single foe.
Nightmare Chimera	35	Unleash an attack on a single foe using a weapon of your choice. The weapon will be destroyed.
Winnehild's Battle Cry	50	[Divine Skill] Wield six weapons to unleash six attacks on all foes.

Support Skills

Skill Name	Skills To Unlock	Description
Extra Experience	4	Gain additional experience from battles (Equipping this skill with multiple characters will have no added effect.)
Stalwart Defense	5	Enhances physical defense by 50.
Fortitude	6	Deal more damage the lower your current HP is.
Physical Prowess	7	Augments physical attack and defense during battle.